



# 11 EXCLUSIVE PLAYSTATION DEMOS

TOY STORY 2, V-RALLY 2, PAC-MAN WORLD, WORMS ARMAGEDDON, MTV SNOWBOARDING, GRAN TURISMO 2, ACE COMBAT 3 AND MORE!



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# PlayStation™

FEBRUARY 2000 \$14.95

Magazine 31

FIRST EVER REVIEW!

## GREAT GRAN!

TURISMO 2 IS HERE

We answer what you all want to know: "Is it the best racing game ever made?"

BEST OF THE BEST!

## SENSATIONAL CENTURY

THE 100 BEST PLAYSTATION GAMES EVER!

**A BIG GLIMPSE OF THE FUTURE!**  
THE BEST PLAYSTATION GAMES FOR 2000 DETAILS INSIDE!



EXCLUSIVE INTERVIEW!

## PRESIDENT EVIL

MEET THE MAN BEHIND RESIDENT EVIL 3 NEMESIS - HE'S SCARY!

SCOOP!

## GET WITCH QUICK!

BLAIR WITCH BECOMES A PLAYSTATION PROJECT

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GARBAGE INTERVIEW • WIPEOUT 3 TIPS • ROLE CALL - THE BEST RPGS  
• TOY STORY 2 REVIEW • DJ ANTMAN GIVES A LESSON IN MUSIC 2000  
• MEDIEVIL 2 • DIE HARD 2 PREVIEWED • DUKE NUKEM COMES TO PS2!



PS

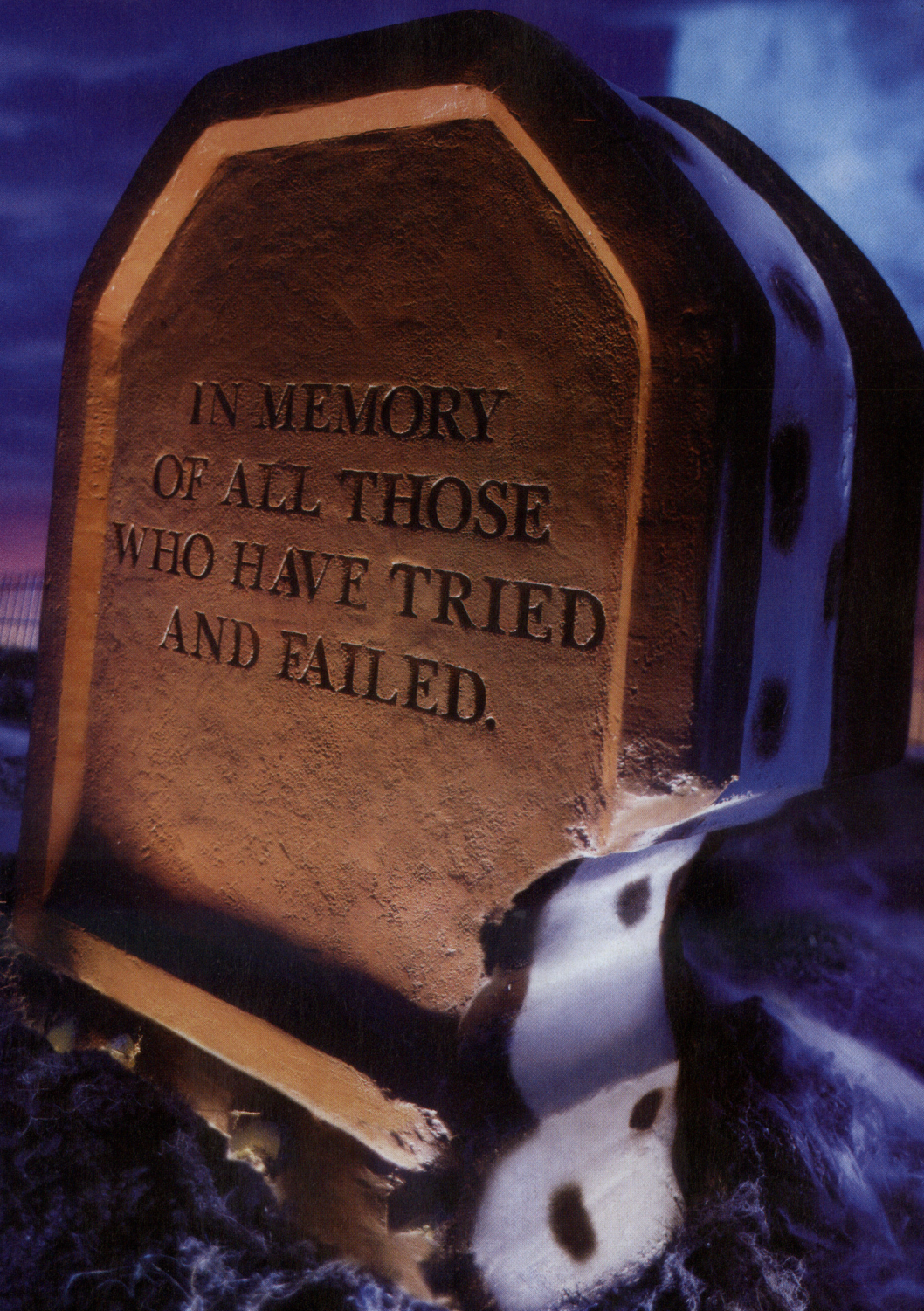




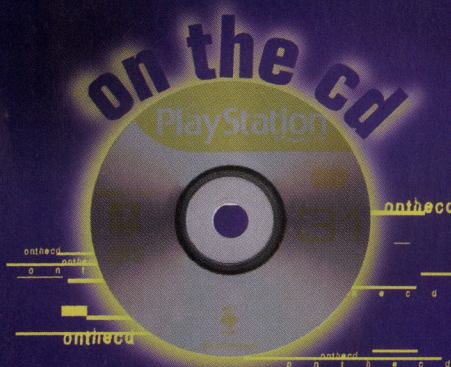




**GO AHEAD**  
**Bite off more than**  
**YOU CAN CHEW**







Check out *Toy Story 2* on page 60 and then fire up this month's demo disc!

### TOY STORY 2 Playable

Join Buzz Lightyear on his mission to save Woody from the clutch of AI.

### MTV SNOWBOARDING Playable

Try out the training mode and put your trick skills to the test on the Norwegian course.

### SLED STORM Playable

Hold on to your hat in this thriller snowmobile racer.

### V-RALLY 2 Playable

Give the Corsican leg a spin – be careful not to end up upside down!

### NHL CHAMP 2000 Playable

Attack, attack, attack! That's about it really...

### PAC-MAN WORLD Playable

A sneak preview of what's in store.

### WORMS ARMAGEDDON Playable

A vast arsenal of old favourites and some newcomers to put to good use.

### CENTIPEDE Playable

Simple enough... Just shoot, shoot, shoot!

### GRAN TURISMO 2 Video

Another look at the game of the month.

### SPACE DEBRIS Video

A first-look at this space shoot 'em up.

### ACE COMBAT 3 Video

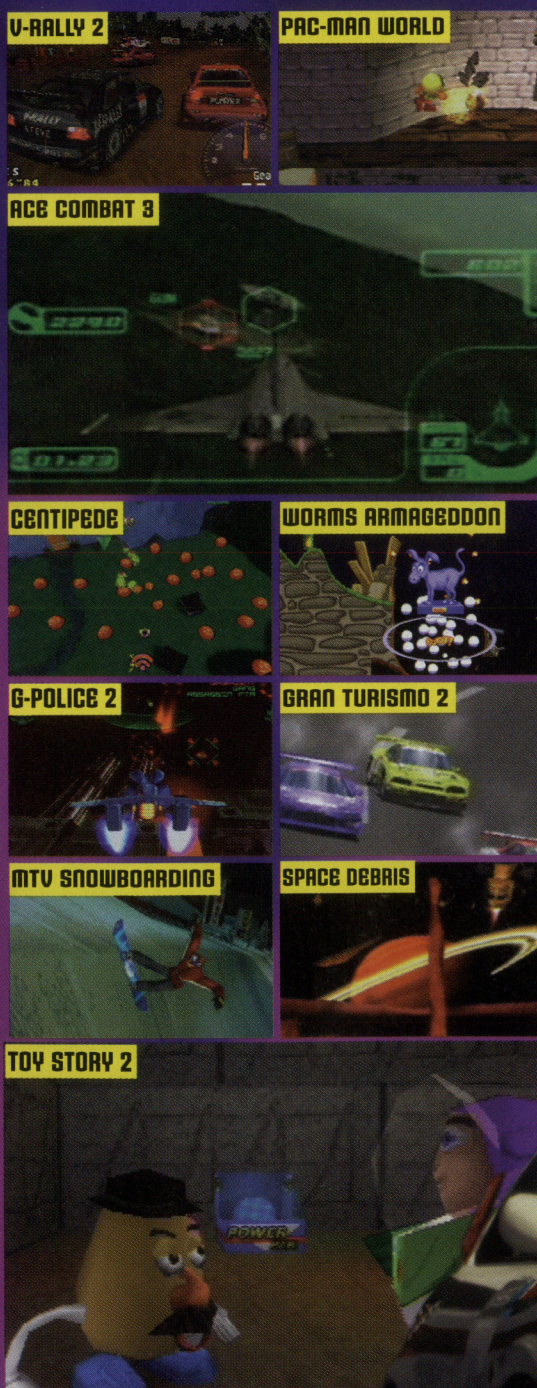
A small glimpse of what no. 3 has to offer.

### DOWNLOAD

Cheats to transfer to a Memory Card – yours to keep forever!



PlayStation



# First!

Yet again, we've beaten all other games' magazines to the punch. The first review of *Gran Turismo 2* in Australia. The game likely to be the biggest title of the year and it's only February. Yes, you might have seen something on *Gran Turismo*'s breathtaking sequel elsewhere, but as Sony personally delivered us the only Australian copy currently in existence, you have to wonder what people are basing their reviews on. One of my friends bought a copy of *GT2* in Singapore, for instance, and I know someone else with a US version, and they're certainly different to the one we've reviewed. Turn to page 54 now for the only *GT2* review you can really trust. As you can see below, we really got into the part for the *Gran(d)* occasion.

Other exclusives in this month's issue – not forgetting the *Toy Story 2*, *Pac-Man World* and *V-Rally 2* demos on the disc – include an interview with President Evil himself, Shinji Mikami, the grave face behind zombie killer chillers *Res Evil 3* and *Dino Crisis*. Find out what evil lies up his sleeve for the future.

Talking of the future, we show you the shape of things to come with a six-page preview of the PlayStation games for 2000 starting on page 40. We detail what all the major players in the PlayStation industry will be offering you, and it's firm proof that the production line is as busy as ever. Fear not, PlayStation games will be coming thick and fast well after PlayStation2 is launched.

Included in those games will be some interesting film licensed titles, as we reveal on page 8: *The Matrix*, *The Blair Witch Project*, and even *Austin Powers*!

At which point I feel compelled to say "Yeah, baby!" and let you get on with reading the mag.

*Rob Pegley*

Rob Pegley  
Editor





### Editorial Address

Official PlayStation Magazine  
ACP Publishing Pty Limited  
54 Park Street  
Sydney NSW 1028  
Telephone: (02) 9282 8356  
Fax: (02) 9282 8862  
E-mail: playstation@acp.com.au

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Monday to Friday 8am-8pm EST  
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Fax: (02) 9267 4363  
For New Zealand subscription details please turn to page 32.

### The Official Team

Editor  
Rob Pegley

### Art Director

Judie Siu

### Deputy Editor

Jason Hill

### Chief Sub Editor

Fiona Tomarchio

### Designer

Naomi Gordon

### Staff Writer

Richie Young

### New Zealand Correspondent

Dave Slade

**Writers:** Stuart Clarke, Steve Polak, George Soropos, Mike Wilcox, Roger Polak, Andrew Iredale, Mike Goldsmith, Pete Wilton, James Price, Steve Bradley, Sam Richards, Alex Bickham, Steve Merrett, Dan Mayers, Andrew Collins, Steve Faragher, Kieron Gillen, Dean Evans, Nicolas Di Costanzo, David Harrison, Stephen Lawson, Justin Calvert, Catherine Channon, Nick Jones, Oliver Hurley, Mark Donald, Keith Stuart, James Ashton, Andy Lowe, Paul Rose, Chris Buxton, Andy Butcher, Steve Owen, Daniel Griffiths, Nick Jones, Matthew Price, Howard Davidson, Joanna Foster, Peter Hill

**Photography:** Martin Burton, Sarah Callister, Georgia Mokham, Cath Muscat, Rob Shaw, Richie Young

**Illustrations:** Chris Wahl, Kev Jenkins

**Digital Imaging:** James Budd, Kelly Dovey, Aaron Whitecross, Michelle Duggan, Klaus Müller, Clair Flitton, Nick Doves, Kirsten Robertson, Alvin Mannie

### Behind the scenes

National Advertising Manager  
Samantha Liddle (02) 9282 8290  
Advertising Victoria Eiran Trethowan  
(03) 9823 6305  
Production Manager Dean Porter  
Production Editor Ruth Hayes  
Editorial Production Anne-Marie Smith  
Marketing Director Karen Deveson  
Senior Brand Manager Danielle Govers  
Promotions Coordinator Natalee Gawne  
Distribution David Johnstone  
Circulation Manager Carolyn Deall  
Research Katrina Neal  
Ad Sales Director Peter Zavec

### In the suits

Publisher Chris Gibson  
Group Publisher Nick Chan  
Managing Director John Alexander

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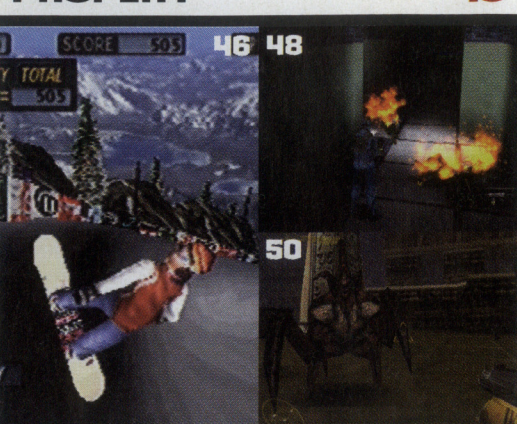


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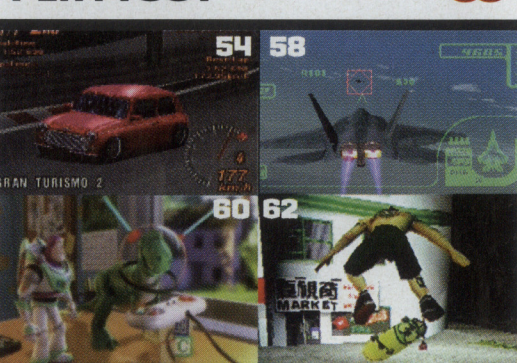
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# 52 NO. 1 RACER GRAN TURISMO 2

IT'S EVERYTHING WE EXPECTED  
AND MORE!



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# [PLANET PLAYSTATION]

IF IT'S ABOUT PLAYSTATION AND IT HAS HAPPENED THIS

MONTH, THEN IT'LL BE IN THE NEXT 28 PAGES...

TOP FILM  
LICENSES  
SNAPPED

## Yeah Baby, Yeah!

**A**ustin Powers, *The Blair Witch Project*, *The Italian Job*, James Bond, *The Matrix* and *Evil Dead* — just some of the big-name movie licenses signed up by forward-thinking publishers as the games industry shifts towards that of mainstream entertainment.

"Licenses have always been important in games. This license is shagadelic because the audience for the films is the same as that for the games," said Kelly Sumner, European president of Take 2, commenting on its recent acquisition of the *Austin Powers* license. The franchise has generated over \$550 million since May 1997 and Take 2 plans to launch a series of PlayStation and PS2 titles based on the movies over the next four years. As for the rest of the recently-announced titles, *Evil Dead: Ashes To Ashes* is on the way from THQ, *The Italian Job* has been optioned by SCI, we talk about *Blair Witch* on page 10, and as reported last month, *The Matrix's* Wachowski brothers recently said, "If things work out the way we want them to, the videogame will be released when the next movie comes out, and it will actually have something to do with the movie." The fire was further fuelled by the Wachowskis' meeting with *Metal Gear* auteur Hideo Kojima and Shiny's Dave Perry being quoted online as saying he had, "spoken with them about making the game".

For anyone in doubt of the validity of movie icons appearing in games, Sony Computer Entertainment in America recently announced that its PlayStation-related business accounted for more of the US public's disposable income than the movie box office in the month of October. It's a confirmation that, despite the alleged downward spiral as we wait for PS2, games are bigger than movies.

"With the PlayStation we have been able to break down the conventional barriers in entertainment by bringing together interactive games, music and cinematic visuals," stated Jack Tretton, vice president of sales at SCEA. "This mix of entertainment has opened the door of our industry to a host of consumers who aren't traditionally interested in games." Something PlayStation2 will surely achieve to an even greater extent with the incorporation of DVD technology.

Aside from the financials, the games industry is becoming more and more like the movie industry. Not a week passes without the games market moving closer to being dominated by just a handful of hugely-powerful companies — mergers and buy-outs have been commonplace of late and it can only be a matter of time before the number of publishers is down to single figures. The games themselves are also gradually becoming more movie-like. In titles such as *Metal Gear Solid*, as much attention was paid to the cinematics as to the gameplay in the development stages. Plot and characterisation will





1  
2 3




be the new buzzwords for gamers as graphics and sound become outdated in terms of rating a game.

Perhaps anticipating this, an increasing number of games publishers are signing up big-name movie licenses. EA recently signed a licensing deal with MGM for the exclusive rights to develop, publish and distribute games based on James Bond. After releasing the disappointing *Tomorrow Never Dies*, the next title will be a next generation title based on the current hit movie *The World Is Not Enough*.

"We believe that Bond lends itself well to an array of gameplay elements, from intense stories and characters to action-packed sequences and innovative gadgets," commented Frank Gibeau, vice president of marketing for EA.

An early press release for PS2 included the quote, "Imagine walking into the screen and experiencing a movie in real-time... This is the world we are about to enter."

Perhaps it was more accurate than could ever have been anticipated. 

1. If *The Matrix* game is anywhere near as mind-blowing and technologically advanced as the film, we'll be blown away.
2. High praise: Wachowski brothers at work on *The Matrix* above Sydney.
3. Many film-to-game translations in the past have been evil, but *Austin Powers* should be shagadelic.
4. Will *Metal Gear* guru Hideo Kojima be caught in *The Matrix*?







# Shock Treatment

## The Blair Witch Project is PlayStation2 Bound

By now you've either been scared silly by it, bored to death by it or decided against watching it because you believed all of the scarier-than-*The Exorcist* hype. *The Blair Witch Project* is the most successful and profitable independent film ever. Not surprising then that after the initial surge of key rings, T-shirts, posters and other Goth-exploiting merchandise, somebody should come up with the idea of making a game based on the film.

US game publisher The Gathering Of Developers has recently announced that it has acquired the exclusive *Blair Witch* rights, and that in addition to multiple titles on the PC, there will be at least one game on a "next generation console", namely the cinema-friendly PlayStation2. The first game will be a 3D-action/horror title making use of Terminal Reality's *Nocturne* engine, a 3D spook-fest recently released on the PC. Details are non-existent as far as the plot goes, but *PSM* can only assume that the games will not follow the events of the film very closely — the idea of a game where you play one of three campers getting lost and hearing a few strange noises just doesn't seem feasible.

A release date for *The Blair Witch Project* game has not been announced, but early indications are that it will be timed to coincide with the film's DVD/VHS release in Australia, hopefully late in the year.



Our tip is that *Blair Witch* could resemble PC scare-a-thon *Nocturne*.









# Hit Me Baby One More Time

Duke Nukem  
Guns for  
PlayStation2

The king of the quip, who fires as much from the lip as the hip, is taking his big gun fun over from GT Interactive to kindred spirits Rockstar Games. Rockstar has taken out a one-game contract that confirms Duke Nukem is heading towards PlayStation2.

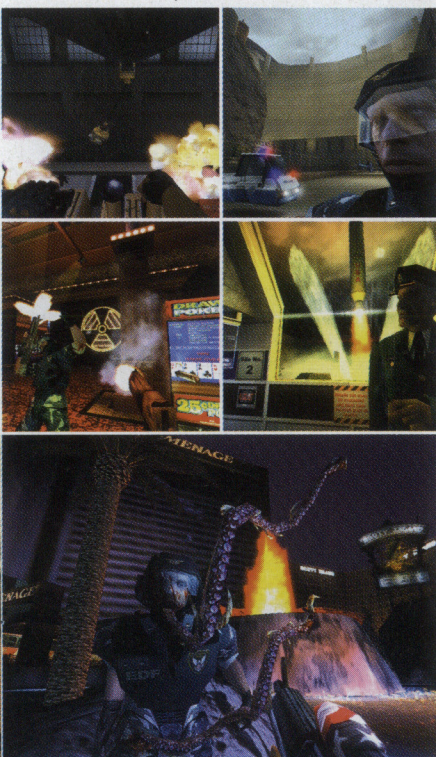
According to Duke's guardian and Apogee boss Scott Miller, "Rockstar, like us, wants to break the rules and make a Duke Nukem console game that's as successful and innovative as the Duke PC titles."

Speaking exclusively to *PSM*, Rockstar boss Sam Houser said, "Duke Nukem on PS2 WILL be the best console version of Duke yet. We pledge to all Duke fans that the game will stay true to the Duke philosophy. It will be full-on action, presented in the much-loved Nukem style and humour. Duke is the Schwarzenegger of videogames. We intend to carry on this tradition with the ultimate action game on the ultimate platform."

Rockstar's star acquisition will be developed by coders n-Space, which was

responsible for the stunning *Duke Nukem: Time To Kill*. "We are assembling a really strong team," continued Houser. "We are still pretty early in development (though). You should expect to see that game at some point in 2001."

Duke's last gasp on the PlayStation, *Planet Of The Babes*, will be previewed next month.



"The Schwarzenegger of videogames" in shots of *Duke Nukem Forever* and *Time To Kill*. Expect a mix of both.



Ready 2  
Rumble Boxing

VS

Knockout  
Kings 2000



Pugilists can rest assured. *PSM* hits the canvas to see which boxing beat 'em up throws the best punches.

Ready 2 Rumble Boxing Game name Knockout Kings 2000

\$89.95 (NZ\$119.95) Price \$79.95 (NZ\$99.95)

Midway Developed by EA Sports

The gameplay is good, the characters are fun, but incorporating realism was never part of the recipe. This is no top-notch fighter, but entertaining and colourful nonetheless.

The lowdown

The presence of some of the world's most gifted fighters gives *Knockout Kings* the edge. Amongst others you'll get Ray Robinson, Muhammad Ali and Joe Louis to bash about.

This one's for those looking for a quick battle after a night out or for when your mates unexpectedly pop over. If you're looking for realism and longevity, *Knockout Kings 2000* would be more up your alley.

Verdict

*Knockout Kings 2000* is arguably the best boxing sim to date, although the game does have slight flaws. This is worthy to add to any collection but it may be *Prince Naseem* that really provides the knockout blow.

## Express Delivery

Train your sights upon Chase the Express

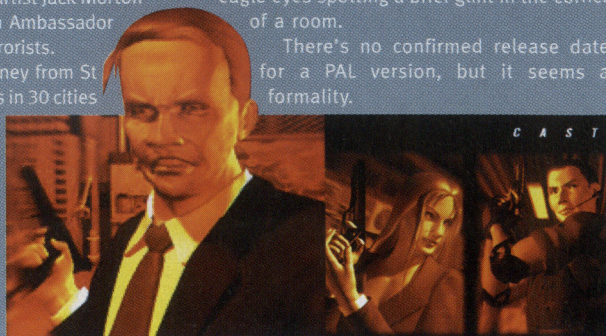
Already well into development and set for an imminent Japanese release is *Chase The Express*. Seemingly springing out of nowhere, Sony Japan developers Sugar And Rockets are beginning to leak details about what promises to be an intriguing game. Set on an express train hurtling across Europe, you join NATO martial artist Jack Morton in his bid to rescue the French Ambassador who has been captured by terrorists.

Joining Jack on his epic journey from St Petersburg to Paris, which takes in 30 cities and visits 12 countries along the way, are Christina Wayborn and Boris Zugoski, who help him out with the tasks in hand. The gameplay is apparently a cross between *Metal Gear Solid* and *Resident Evil*, featuring murder, mystery and, no doubt, suspense.

A key feature of the game

is the route divergence element, which you use to visit different cities and which should increase the lifespan of the game in terms of replays. There'll also be a search function so you can actually look for items and hidden power-ups, rather than relying on your own, oft-fallible, eagle eyes spotting a brief glint in the corner of a room.

There's no confirmed release date for a PAL version, but it seems a formality.



It sounds like an Agatha Christie novel, but with big guns and no Miss Marple.

## One More for the Road

SCI PICK UP AN EXCLUSIVE ITALIAN RACING LICENSE

The publisher of *Carmageddon*, SCI, is revving its engine after having picked up the license for Italy's Mille Miglia, or 1000-mile race. They're working on a game that'll enable you to participate in stages of the classic race. Players can recreate classic races in legendary cars. Check out the Bugatti 43, Aston Martin Ulster and Ferrari 340 America. Hot wheels, indeed. The Mille Miglia's also infamous as the race in which some of the world's most famous drivers laid down their gloves and challenged each other, including Fangio and Stirling Moss. The game's due for release in the middle of the year.



A sterling, fanging race car gathers no moss. Or something.



# screen test

Games into movies into videos... Time to play fantasy director.

## SYPHON FILTER

"A ruthless terrorist. An experimental virus. A one-man antidote."

→ **Director**  
John Woo

→ **The Plot**  
Covert operative Gabe Logan tracks Rhoemer and his cohorts around Washington DC defusing bombs containing the deadly Syphon Filter virus. But Rhoemer escapes and holes up in a Kazakhstan missile silo, preparing to launch a viral warhead...

→ **The Pitch**  
The most naturally cinematic PlayStation game is just gagging for the flailing all-action chutzpah of Mr Woo, who brought us *Face Off*. The concept ("Imagine a weapon that can target specific demographics, ethnic groups...") is high, as is the one-man army/slo-mo explosion potential. Plenty of exotic, contrasting locations à la Bond, and an always topical staple (terrorism). Cusack's [3] a worthy blend of roughneck action (see *Grosse Pointe Blank*) and action-oriented intelligence (*Con Air*), and it's about time Henriksen [2] pushed his leathery, icy-blooded demeanour into meaty, very, very bad guy territory. Stir in a little kissy-kissy with the comely Ms Carrere [4] and naughty nemesis Jovovich [6], and the quite wonderful Mr Reno [1] as the grizzled, barely human strongarm, and behold the international box office frenzy.

→ **Green Light or Development Hell?**  
Green light, surely. Any screenwriters out there fancy a unique studio exec attention grabber? Send 'em a big box including a treatment, a PlayStation and a copy of the game. And if they don't get their chequebooks out, they are stupid.



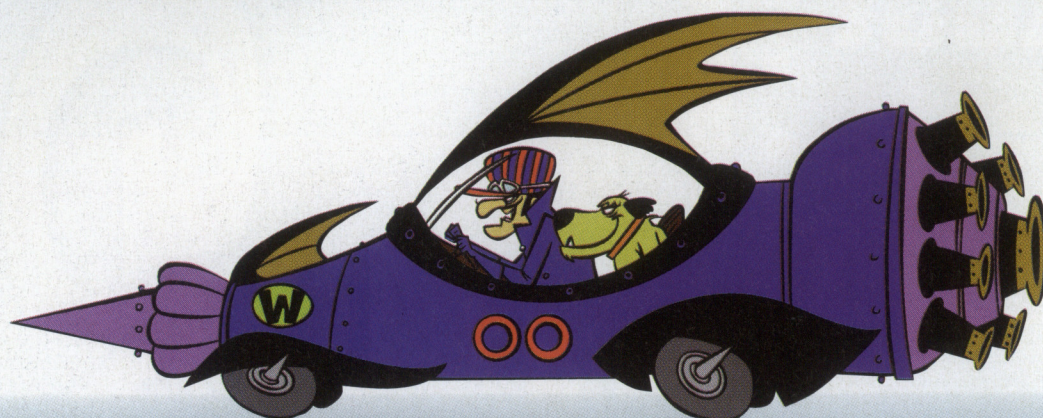
→ **The Cast**  
Special Agent Gabe Logan: John Cusack (*Con Air*)  
Gabe's backup, Agent Lian Xing: Tia Carrere (*Wayne's World*)  
Big, bad terrorist maestro Erich Rhoemer: Lance Henriksen (*Aliens*)  
Rhoemer's Russian squeeze/assassin Mara Aramov: Milla Jovovich (*The Fifth Element*)  
Rhoemer's French elite mercenary Anton Girdeaux: Jean Reno (*Ronin*)

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## Hay-Yelp! Hay-Yelp!

Infogrames signs up Dick Dastardly and Muttley for a wacky racing experience

Legendary duo Dastardly and Muttley are on the way to their premiere appearance on the PlayStation, in *Wacky Races*, due out in June. Indeed the entire cast of the legendary Saturday morning cartoon will shortly be appearing in the cartoon racer.

The plot of the cartoon, as readers will no doubt remember, hinged on the antics of a disparate group of racers in an assortment of weird and wonderful vehicles. Dastardly and Muttley of course used nefarious means to get the upper hand on their rivals that more often not ended in disaster. Drat and double drat.

In the context of a computer game, giving one team extra abilities would be pointless—everyone would just end up picking

the moustached one and his faithful hound. For this game each team has individual abilities. So Pat Pending will have full use of his convert-a-car and the Slag Brothers get to steamroll around in their Boulderobile, no doubt causing havoc and mayhem. Infogrames is focusing on the comic side of things, so expect the unexpected as well as the familiar shriek of Ms Pitstop, "Hay-yelp..."

Still on a cartoon trip, Infogrames is also gearing up an April release for pizza parlour racing game *Radikal Bikers*. A direct port of the arcade game, in which you play the part of a delivery rider, the PlayStation version promises a whole bunch of new courses spread across the world. Just don't let the pizza get cold, or you'll risk the consumers' wrath.



## BYTES

SCI has acquired the worldwide videogames rights to cult show *Thunderbirds*. A glut of games is expected to coincide with the release of the digitally restored series, which should be aired later this year.

Capcom has confirmed plans to release at least five PlayStation2 titles in Japan. The most notable game is the



sequel to Capcom's highly successful survival horror game, *Dino Crisis*. Sales of *Dino Crisis* for PlayStation in Japan have exceeded 800,000 units. Other titles announced include *Onimusha: Demon Warrior*, *Street Fighter EX3* and a new *Resident Evil* game. PSM suspects we might also see *PowerStone 2*.

Electronic Arts is putting its mammoth muscle behind PlayStation2, with around 10 PS2 games expected around launch time. PSM has already played *X-Force*, now called *Cross Fire*, but other obvious games for PS2 include *Madden NFL 2000*, *NBA Live*, a new WCW wrestling game, *Need For Speed*, *FIFA* and *NHL*.

Sony's Phil Harrison has boasted there will be an astonishing 250 games available when the PlayStation2 launches in Japan on March 4.

Konami and Universal Interactive Studios have joined forces to develop next generation videogames. Universal franchises that are covered in the deal include *Jurassic Park*, *Bruce Lee*, *Dr Seuss' How the Grinch Stole Christmas* and *Woody Woodpecker*.

Eidos is developing *Walt Disney World Racing*, a game based on Disney's forthcoming 102 *Dalmations* and a third Disney title for the PlayStation.

## Buffed Dragon Slayer

SHOW YOUR VALOUR IN NAMCO'S DRAGON SLAYING EPIC

Namco's exciting and innovative *Dragon Valour* is nearing release. A '90s makeover of the Namco arcade classic *Dragon Buster* (seen on *Namco Museum Vol 2*) the game is jointly developed by Namco and Sony in the UK.

The game involves RPG-esque exploration of mysterious lands and features a deep storyline spread over many generations, with the eventual goal of conquering the title's mythical fire-breather.

There are puzzles to solve, enemies to vanquish beat 'em up style, and each round's final battle involves scrapping hand to claw with a massive polygon dragon. As a reward, you can then marry the damsel you just saved, have a kid and then control the son in the next round.

Each time, the choice of wife alters the genetic make-up of the hero and also where the battle takes place, giving different routes (ahem) through the game. Neat.



Even garlic and onion breath is no match for this flamin' enemy.

## Role Playing Star

STAR OCEAN THE SECOND STORY COMING SOON



Expect a role-playing classic as deep as any ocean.

In an endless sea of stars at the edge of the universe, a single fateful encounter is about to take place.

The Gods have hurled a deadly meteorite into an unsuspecting planet, unleashing powerful mysteries and sudden chaos. Now two people from different worlds will collide into a journey so deep they might never make it back...

*Star Ocean The Second Story* is a unique and promising adventure RPG from Enix and should be released over the next few months.

The game features three different battle modes, including innovative real-time combat. You can create new items from raw materials, such as powerful weapons, recovery items and food, and master combat skills with combos and killer moves. This is also a very deep game; there are 80 different possible endings with a multitude of mini events and an engrossing story.

With so many quality RPGs on their way, role-playing fans screaming for more will soon be spoiled for choice.






# Star Wars

Psygnosis' next *Colony Wars* space shoot 'em up *Red Sun* will be flying to a PlayStation near you very soon.

*Red Sun* is set at the same time as the Vengeance wars, but at the other side of the galaxy where the League and Navy have no presence.

This is an epic futuristic adventure spread across 50 non-linear, multiple objective missions and allows players complete freedom to fly and explore the 3D galaxy. There are eight ships with 32 upgradeable weapons. Beginners are catered for with introductory missions and tutorials from non-player characters, while experts will appreciate the improved enemy artificial intelligence during dogfights.

We'll have a full preview next month of this promising space shooter. 





# ¥ orient express



## Look No Hands! Reach for the Sky with Idea Factory



Your super-fly guy makes a hang-glider look sane.

Despite even more shots of *Tekken Tag* and *Ridge V* appearing (and very nice they are too), PlayStation2 otaku are shooting admiring glances towards Idea Factory's PS2 launch title *Sky Surfer*, a snowboarding-meets-skydiving title.

With the Tokyo publishers' track record (they're responsible for *Spectral Force*), it's no wonder *Sky Surfer* is looking the bomb.

The idea is to hurl yourself out of a plane, strapped to a snowboard-like plank. You must then pull various

combos/tricks to get high scores (following the on-screen prompts à la *Bust A Groove*) before ending in a cool landing pose — after opening your chute in time, that is...

At the moment, there are three characters (Onodera Kyouya, Kawara Keiko and Harvey Hamilton) on offer, each with their own special moves and tricks, plus different modes including sky surfing and diving mode, each sending you spiralling through the heavens. A practice mode is also on offer, with a giant wind

tunnel-style fan keeping you aloft as you run through your airborne repertoire.

Could Acclaim's *TrickStyle* (the sequel of which is also headed towards PS2) have a rival? We're not sure yet, but Idea Factory isn't putting all its PS2 eggs in one polygonal basket.

While not confirmed for launch, the developers are also beaver away on two other PS2 games — one is a racing sim while the other is a sci-fi action/RPG, which online sources say, "closely resembles *The Matrix*".

Made in Japan



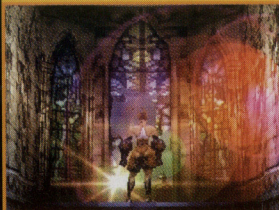
No surprise that Tokyo is ablaze with yet more news of PlayStation2. Not a millisecond goes by without a fresh whisper about the design (it's allegedly based on Atari's 1993 Falcon console), the games (a PlayStation2 *PaRappa* isn't planned), and even stock details (one million consoles will be available on launch day). All fine and dandy, but there's another Sony snippet that we shouldn't ignore.

Sony has recently inked a deal with Palm Computing to create a handheld platform that will support Sony's Memory Stick A/V storage device and won't just be another Palm personal organiser. On top of that, despite having shifted five million PocketStations in Japan, there are still no plans for a European release or a PS2 version.

So where does that leave us? With the coolest Game Boy ever? With a personal organiser that could play a mean game of *Tekken Tag*? With a diddy machine that, using the memory-stuffed Memory Stick, could download, store and even swap audio/visual data from both Sony's on-line network and the PS2 hard drive? It's all possible, and even if only half the above works out, the clouds are clearing for the possibility of a Sony handheld console that'll see the opposition off faster than a one-inch punch to the goolies. — *Ninja X*

### Vagrant Story

Developer: **Square**  
Japanese release: **Out now**  
Australian release: **Not announced**



Square hasn't been too popular with Tokyo youth due to the many delays of this epic RPG. Swapping cute Kawai manga graphics for a darker tone, it's set in an earthquake-ravaged city in ruins that has become home to ghosts and spectres. It's a mass of spooky scenarios, puzzles, RPG-style customisation, scrapping and an almost Gothic setting. We're hopeful of a PAL release.

### Biohazard: Gun Survivor

Developer: **Capcom**  
Japanese release: **Out now**  
Australian release: **Not announced**



Given that it only made its debut at the Tokyo Game Show, it has been a quick turnaround to get this *Resi-meets-Time Crisis* gun blaster ready, but ready it is. In *Gun Survivor* you actually control your character's movements with the G-Con. Point your gun away from the screen and a squeeze of the trigger sets you moving forward, with the side barrel buttons moving you left and right.

### Street Fighter EX2 Plus

Developer: **Capcom**  
Japanese release: **Out now**  
Australian release: **Not announced**



Yes! While all eyes were on *EX3* for PS2, Capcom delivers another slice of genius with this lovely 3D beat 'em up. New features added to this arcade port include over 20 playable characters, hidden guest stars from *Alpha Zero*, the ace training mode from *EX*, plus a too-cool director mode where you can customise backgrounds and camera angles, and save replays to Memory Card.



### Dengeki Charts\*

#### Top 5 - Readers' Favourites

1 Final Fantasy VIII	Square
2 Saga Frontier 2	Square
3 To Heart	Aquaplus
4 Monster Farm 2	Tecmo
5 Chrono Trigger	Square

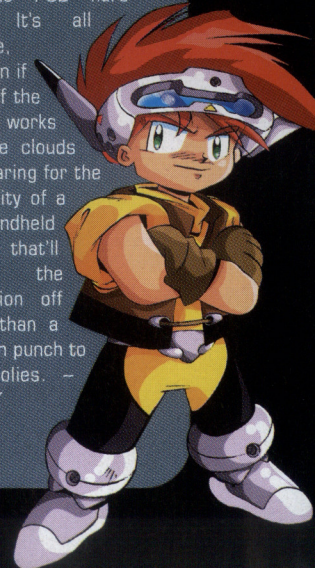
#### Top 5 - Sales

1 Chrono Trigger	Square
2 Saiyugi	Koei
3 Arc The Lad III	Sony
4 World Soccer Jikkyou Winning Eleven 4	Konami
5 Fever Sankyo Pachinko Sim	Int'l Card System

#### Top 5 - Eagerly Awaited

1 Dragon Quest VII	Enix
2 Gran Turismo 2	Sony
3 Chrono Cross	Square
4 Tokimeki Memorial 2	Konami
5 Valkyrie Profile	Enix

\*Charts supplied by Dengeki PlayStation, Japan's top-selling PlayStation magazine.





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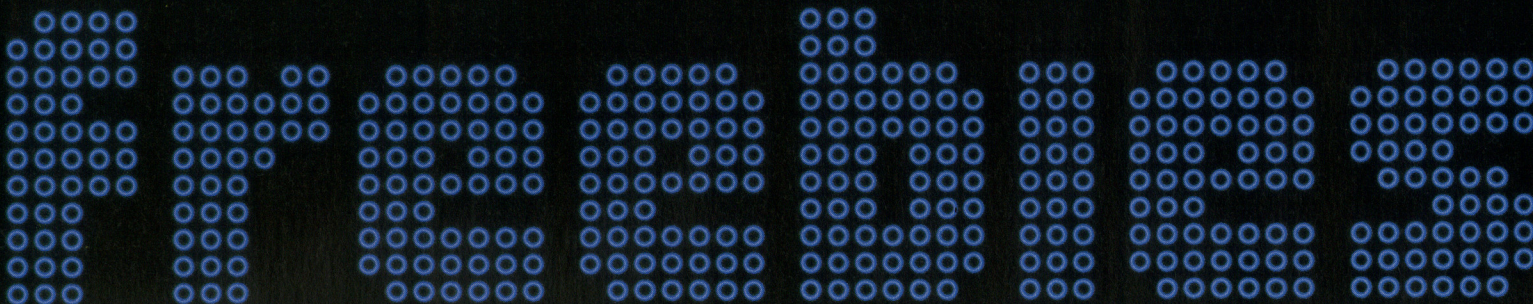
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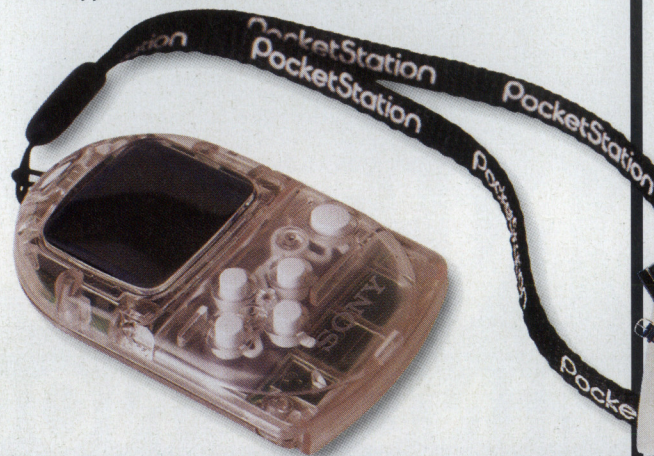
## Let's Do Munch

The next instalment in the *Oddworld* series could be the game that makes millions of people buy a PlayStation2. PSM is giving *Oddworld* fans the chance to own a rare *Munch's Oddysee* pack, sent over directly from *Oddworld* inhabitants in the US. The pack includes a wonderful limited edition *Munch's Oddysee* T-shirt featuring concept art from the game's designers, plus *Oddworld* stickers and a glossy Abe print. To win, just name one of Abe's catchphrases from *Abe's Oddysee* or *Exodus*. Send your entries to "Odd Prize".



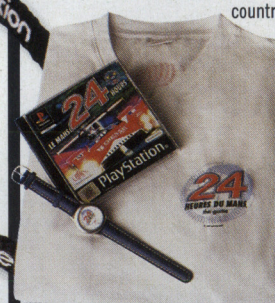
## Pocket Rocket

It's small, sexy, and in this country, as rare as hen's teeth. The PocketStation proves size doesn't matter! Unfortunately, there's still no official announcement from Sony whether we'll see the PocketStation released outside Japan or a new super handheld will be released in time for the PlayStation2. But you don't have to wait, because PSM is giving readers the chance to be the envy of their PlayStation-loving mates. To win a PocketStation, just tell us in 10 words or less why you must own one. Send to "Pocket Monster".



## Be The Le Main Man

*Le Mans* is an accurate simulation of the torturous 24-hour race. If you're a true PlayStation driving freak, you can even play an arduous full 24-hour continuous race glued to your joypad or steering wheel. Ozisoft is giving you the chance to show your mettle this month, with a copy of the demanding and realistic *Le Mans 24 Hours*, plus a *Le Mans* T-shirt and an attractive *Le Mans* watch so you can keep track of the time in that 24-hour session. To win, tell us in which country is the famous *Le Mans* race held. Address your entry to "Le Manpower".



## Summer Fun

You can't spend all your time indoors with your PlayStation, especially with the gorgeous summer weather. Fortunately, Electronic Arts has supplied us with five summer fun game packs to give away to readers, enabling you to combine your love of gaming with some outdoor activity. Each pack contains a *Theme Park World* frisbee, a *Croc 2* yo-yo, and an EA Sports mini-flying disc. You can try running around in the nuddy, but you'll look more stylish while you throw the frisbee in the park if you wear the *WCW Mayhem* T-shirt, also included. To win, just name one EA Sports title available on PlayStation. Address your entry to "Spring into Summer".



## Let's Go To My Tomb

Lovely Lara could be yours! Currently starring in the best *Tomb Raider* game yet, *The Last Revelation*, Lara just keeps getting better and better. This month we're giving away a copy of the brilliant 10/10 epic that is *The Last Revelation*, and a *Tomb Raider* T-shirt, both courtesy of Ozisoft. Plus, we've managed to snaffle this fantastic Lara figurine with luscious Lara in a wet suit. She packs two removable pistols and a harpoon gun, and can be removed from the large display base. To win, just name one of the many real-life models who has enjoyed a stint as the official Lara. Write to "Crafty Crofty".



## COMPETITION WINNERS

**MTV Sports: Snowboarding:** Scott Penfold (NSW), B. Jacobs (NSW). **Get Shirty:** Adele Brazenor (VIC). **South Park:** Elle Bousles (NSW). **Crash Bandicoot:** Simon Mullaard (NSW). **Mambo:** Richard Ranko (NSW), Michael Dane (NSW), Renae Law (QLD), Wayne Williams (NT), Jamie Ferguson (QLD), D.Gusfield (WA). **Star Wars: Episode One:** Ms Hussein (NSW), Colin Bruce (SA), Lorraine Orford (NSW), Grant (VIC), Mark Williams (VIC), John Eden (NSW), Matthew Scott (QLD), M.Watts (VIC), Edward Blisczwk (VIC), Garry Drury (NSW), Jesse Hazelman (VIC). **Calvin Klein:** Ms. Orford (VIC), Richard Rinker (NSW), Grant Dobson (VIC), Darren Fenner (NSW), Trent Main (VIC). **Electronic Arts:** James Ferguson (QLD), Simon Coster (VIC), C. Lloyd (NSW), Andrew Smith (NSW), Lily McKeown (VIC). **Sugar Baby:** Natalie Curraw (VIC), Jim Boylan (NSW), Jenny Nicholls (VIC), Ms. King (TAS), M. Watts (VIC), Christopher Hughes (NSW), Tina Lucas (NSW), Cheryl Boys (NSW), Michelle Shurner (NSW), Angela White (VIC), Richard Rinko (NSW), Troy Lloyd (NSW), Annabel Shaw (VIC), Rachel Goodwin (QLD), Lisa Johns (SA), Katrina Payne (QLD), Scott Hearts (TAS), Joel Freesenor (VIC), Shella Jackman (VIC), Damien Mainwaring (QLD), Cheryl Towers (NSW), Joanne Greenhead (NSW), Alan Welsh (QLD), Julieanne Herron (SA), Damien Gordman (WA), S. Coster (VIC), Ms. Kingston (TAS), Rachael Goodwin (QLD), Ruby Jordan (VIC), Sue Carlon (NSW), Anne Riley (TAS), Ricki Thomas (NSW), Kirk Lawrence (VIC), Jason Shamrock (VIC), Sally Tran (VIC), Shaun McHugh (NSW), Chris Brown (SA), Andrea Fox (VIC) and David Burbidge (SA). **Joypads to the World competition in Official Australian PlayStation Xmas Special:** Jamie Axelsen (TAS).

PHOTOGRAPHY CATH MISCART & SARAH CALLISTER

HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of the envelope along with your name, address and phone number. Entries for all competitions close February 28, 2000 and winners will be published in the April issue of PSM.



## Face Your Nemesis

To celebrate the release of the superb schlock horror show, *Resident Evil 3 Nemesis*, PSM is giving you the chance to win this one-of-a-kind piece of artwork. The stunning artwork was commissioned for last month's cover but we decided to frame it and give it away to one lucky PSM reader instead! It's a pen-and-ink masterpiece from Chris Wahl from Drawing Book, and it would make a priceless addition to the bedroom of any true *Resident Evil* fan. To win, just send us a photo of a zombie. You saw the PSM team in zombie pose last month, but we're sure you can do better, or perhaps dress up your dog, cat or grandma! Send your photos to "Resident Freak". Best zombie will be the envy of their undead pals.







- 01** *Metal Gear Solid*: Totally mesmerising while you play and unforgettable when you're finished.
- 02** *Gran Turismo 2*: The most comprehensive driving simulation ever imagined, let alone achieved.
- 03** *Tekken 3*: The perfect beat 'em up.
- 04** *Tomb Raider: The Last Revelation*: The perfect balance of action and exploration starring videogaming's biggest icon.
- 05** *Resident Evil 2*: A terrifyingly brilliant horror legend.
- 06** *Final Fantasy VIII*: One of the most ambitious games ever, marvellously realised.
- 07** *Wipeout 3*: The definitive futuristic racer, with incredible speed and style.
- 08** *Driver*: Engaging car-based adventure that's a hoon.
- 09** *Ape Escape*: Imaginative and innovative 3D platformer.
- 10** *Quake II*: The best shoot 'em up ever.
- 11** *Colin McRae Rally*: Incredibly comprehensive and demanding rally simulation.
- 12** *Time Crisis*: The grooviest gun game imaginable.
- 13** *Crash Team Racing*: One of the best party games ever.
- 14** *Gran Turismo*: The amazing simulation would be higher placed if not for its gob-smacking sequel.
- 15** *Crash Bandicoot 3: Warped*: Everyone's favourite bandicoot in an addictive and stylish platformer.
- 16** *Oddworld: Abe's Oddysee*: Chock-full of imagination and cleverness.
- 17** *Final Fantasy VII*: Spellbinding role-playing game only bettered by its dazzling sequel.
- 18** *Grand Theft Auto 2*: So much fun it should be illegal.
- 19** *Everybody's Golf*: Cute yet amazingly comprehensive golf game.
- 20** *Spyro 2: Gateway To Glimmer*: Brilliantly balanced and enjoyable platforming action.
- 21** *Resident Evil 3 Nemesis*: A spectacular, gripping and frightening sequel.
- 22** *V-Rally 2*: Beautifully balanced rally simulation with loads to churn through.
- 23** *Tony Hawk's Skateboarding*: Hugely entertaining for skaters and the board-challenged alike.
- 24** *Micro Machines v3*: Hilarious party game with tiny vehicles.
- 25** *Doom*: The grand-daddy of all shoot 'em ups is still a blast.
- 26** *F1 '97*: Realistic and immensely playable F1 simulation.
- 27** *Dino Crisis*: Atmospheric and addictive prehistoric rampage.
- 28** *ISS Pro 98*: Unrivaled on the soccer pitch.
- 29** *Destruction Derby 2*: Hilarious and exhilarating smash up derby.
- 30** *Anna Kournikova's Smash Court Tennis*: One of the most addictive multiplayer games ever.
- 31** *Ridge Racer Type 4*: The premier arcade-style racer.
- 32** *Point Blank 2*: Compulsive and giggle-inducing gun shooter.
- 33** *Shane Warne Cricket '99*: Flawed, but brilliant fun against a mate.
- 34** *Colony Wars: Vengeance*: Engaging space combat adventure.
- 35** *Die Hard Trilogy*: Three great games for the price of one.
- 36** *MediEvil*: Humorous shoot 'em up adventure.
- 43** *Soul Reaver: Legacy of Kain*: Detailed storyline and compulsive action.
- 44** *Music 2000*: An amazing music creation tool.
- 45** *International Track & Field*: Hilarious button-bashing sports sim.
- 46** *Syphon Filter*: Engrossing shoot 'em up adventure.
- 47** *NBA Live 2000*: The best basketball simulation in the biz.
- 48** *Silent Hill*: Stunning scare 'em up.
- 49** *Need For Speed: High Stakes*: Very enjoyable racer pitting you against the cops in Aussie cars.
- 56** *Street Fighter Alpha 3*: Perfect 2D beat 'em up.
- 57** *Bust A Groove*: Groovy dancing sim that's hilarious against mates.
- 58** *Warzone 2100*: Addictive and demanding strategy action.
- 59** *TOCA 2 Touring Cars*: Realistic and fun driving game.
- 60** *Tomb Raider III*: Massive action adventure with loads of appeal.
- 61** *Motorhead*: An underrated fast and futuristic racer.
- 62** *Broken Sword 2*: Riveting old-style puzzling adventure.
- 63** *Wild Arms*: A classic role-playing game.
- 71** *Bomberman*: Wickedly amusing party game.
- 72** *FIFA 99*: Comprehensive soccer simulation.
- 73** *Croc 2*: Better, bigger and prettier than its popular predecessor.
- 74** *Kensei: Sacred Fist*: Quality beat 'em up with loads of depth.
- 75** *Tenchu: Stealth Assassins*: Atmospheric ninja sneak 'em up.
- 76** *Knockout Kings 2000*: Hard-hitting boxing sim.
- 77** *Bushido Blade*: Great sword-based fighter.
- 78** *Worms Armageddon*: Simple and extremely entertaining.
- 79** *Wu-Tang: Taste The Pain*: Stylish beat 'em up action with a killer soundtrack.
- 80** *Discworld Noir*: Fun and classy point-and-click adventure.
- 81** *Madden NFL 2000*: Comprehensive and polished American footy sim.
- 82** *Bloody Roar 2: Bringer of the New Age*: Quick and responsive beast of a fighter.
- 83** *MTV Sports: Snowboarding*: Free-roaming, trick-orientated snowboarder.
- 84** *Rival Schools*: Perfectly balanced beat 'em up great for two players.
- 85** *Alien Trilogy*: Atmospheric blaster with face huggers.
- 86** *Castlevania: Symphony of the Night*: Vast and clever.
- 87** *MDK*: Original and intelligent blaster.
- 88** *Toy Story 2*: Polished and varied platform fun.
- 89** *Populous: The Beginning*: Will quickly lure you in with its compelling strategy fun.
- 90** *Porsche Challenge*: Combines excellent realism with arcade-style exhilaration.
- 91** *Street Fighter EX Plus Alpha*: Brilliant beat 'em up action goes 3D.
- 92** *Syndicate Wars*: Superbly atmospheric, challenging and clever strategy action.
- 93** *Devil Dice*: Simple puzzler that will keep you glued to your pad.
- 94** *Pac-Man World*: Deservedly high-quality tribute to videogaming's best character.
- 95** *Star Wars Episode One: The Phantom Menace*: The best film to game conversion ever.
- 96** *Theme Park*: Giddy business sim that's very amusing.
- 97** *Twisted Metal 2*: Lots of detail and non-stop car combat thrills.
- 98** *Gex 3D: Enter The Gecko*: Enjoyable platform action with a charismatic hero.
- 99** *Warcraft 2*: Deep and detailed strategy gem.
- 100** *Fade To Black*: Atmospheric and gripping action adventure.



a ton of stuff...

Got a PlayStation for Chrissy? Congrats. Now next time you go shopping you can start buying your way through Jason Hill's list of the 100 best PlayStation games ever.

- 37** *Um Jammer Lammy*: A rockin' musical treat.
- 38** *G-Police: Weapons Of Justice*: An impressive sequel to a landmark flight sim.
- 39** *Command & Conquer*: Classic strategy action.
- 40** *Duke Nukem: Time To Kill*: Action-packed and wickedly entertaining.
- 41** *Civilization II*: One of the best strategy games ever made.
- 42** *Circuit Breakers*: Hysterically fun party racer.
- 50** *NHL 2000*: Almost flawless ice hockey sim.
- 51** *PaRappa The Rapper*: Groundbreaking and still hilariously fun.
- 52** *Alundra*: Zelda for the PlayStation – absolutely compulsive action role-player.
- 53** *Bust A Move 4*: A wickedly amusing puzzler against friends.
- 54** *Cool Boarders 3*: Superb blend of snowboard racing and tricks.
- 55** *Rollcage*: Fast and fabulous futuristic fare.
- 64** *Vigilante 8*: Funky car combat.
- 65** *Super Puzzle Fighter 2*: Almost perfect simple puzzler.
- 66** *Soul Blade*: Exciting weapon-based fighter.
- 67** *Wipeout 2097*: And we thought it couldn't be bettered...
- 68** *WWF Attitude*: Heaps of fun even if you're not a wrestling nut.
- 69** *Speed Freaks*: Wonderful kart racer.
- 70** *AFL 99*: An enjoyable kick-about.



# VIOLENCE IS THE FIRST ARTICLE OF MY FAITH

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INTERACTIVE





# LIVE YOUR FANTASIES

Jason Hill embarks on the epic quest to find the best role-playing game ever.

## BEST RPGS

### ALUNDRA



FINAL FANTASY VII



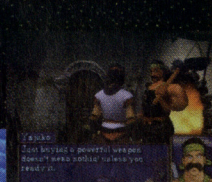
FINAL FANTASY VIII



GUARDIANS OF CRUSADE



JADE COCOON



LEGEND OF KATANA



WILD ARMS



#### CHARACTERS

Alundra is a charming chap with pointy ears and plenty of pleasant chums.

8

#### STORYLINE

Good stuff. After being troubled by a series of dreams, Alundra discovers his whole world is threatened by an evil demon.

8

#### GRAPHICS

Bright, cute and colourful. Hardly pushing the PlayStation, but suitable for the game.

6

#### ADDICTIVENESS

Very intuitive to suck you in quickly, and it won't let go without a big fight.

8

#### LIFESPAN

Huge challenge with lots of puzzles and gradually more challenging obstacles and combat.

8

Cloud, Barret, Aeris, Sephiroth... Some of the best, most engaging characters to ever appear in a videogame.

10

A gripping yarn which has you blowing up a reactor, battling enemies on motorbikes, riding a cable car, cross-dressing and infiltrating the Shinra corporation.

9

Jax-dropping at the time, but incredibly, the visuals have almost been made to look ordinary by its sequel.

8

Less of a game, more a way of life. Beginners might find the combat system initially baffling, though.

8

Completion times average over 100 hours; the word 'epic' doesn't even do it justice.

10

You'll be caught up in the emotions, hopes, fears and drama of the central characters Squall, Rinoa and Seifer.

9

Driven by the characters rather than events, and is fascinating.

9

Absolutely stunning, you won't believe your eyes.

10

The dazzling graphics, involving storyline and more flexible combat system draw you in instantly, and keep you playing.

9

The biggest game you will ever have played. Live it, love it.

10

The hero is the too-cute and not-so-cleverly named Knight, and you have to save a small pink hippo.

5

Full of role-playing clichés and aimed at the youngsters [that's age-challenged to you - Ed].

5

Loud, bright and garish, again to supposedly please the younger set [I won't warn you again - Ed].

6

This is standard RPG fare: smack and search, so nothing to keep you glued to your pad.

6

Reasonably big, but get through it once and you'll never pick it up again.

4

Levant is a reasonably likeable hero, but like Dr Frankenstein, the real stars are the monsters you can create.

6

Typical formula: boy meets evil, boy quests for magical item, boy manufactures bizarre monsters, boy defeats evil.

5

Big, bold, colourful and nothing special.

6

The monster making keeps your interest going far beyond the cliché-riddled plot.

7

Four forests to explore and 171 monsters to find. It's certainly not *Final Fantasy*.

6

A tough choice of slightly girlish bloke-champion Toxa the Free Knight, or tomboyish girl-heroine Lacryma the Shrine Warrior.

6

Heard all before, but it is dramatic, involving and lengthy, and packed with villains, magic and creatures with unusually large teeth.

6

Tiny, basic and uninspiring. A veritable time warp.

3

The more you play, the more you will get involved in the unfolding [never-ending] story.

7

You need a spare week to play it - if not three.

8

You guide a trio of engaging, but strangely named characters - Rudy, Jack and Cecilia - in an epic quest to defeat the Demons and their powerful Overlord.

7

Epic. The game is set in the fading world of Filgaia, once a fertile planet on which Humans and Elfs laboured, but then came the Demons...

8

Not *Final Fantasy*, but detailed locations and slick 3D combat.

7

Easy to get into and a cunning blend of puzzles, combat and gripping plot.

9

A huge and varied world and the game has plenty of depth.

9





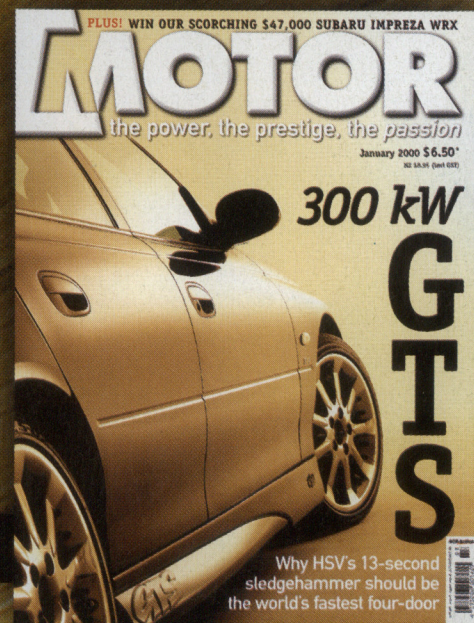
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[PLANET PLAYSTATION]

# COMBATING CRITICISM

**Looking to improve on the original in every way, *Rollcage Stage II* could be the fastest racing game yet. *PSM* spoke to producer Dave Perryman.**

**T**he news is that the sequel to 1998's *Rollcage* isn't just more of the same. According to David Perryman, producer of *Rollcage Stage II*, "It's more like a dozen sequels in one." *Rollcage* already went some way to shaking up the genre with its gravity-defying vehicles, cool weapons and destructible scenery. Surely that *Wipeout*-goes-mental formula won't be changing too much, will it?

Well, the basic premise is the same, but as David explains, "*Rollcage Stage II* expands exponentially on what went before. Some people felt that *Rollcage* was hard for beginners to pick up."

Indeed it was and thus a new camera system, known as the Stack-O-Cam, has been implemented. The camera realises when you're about to crash and points towards the right direction. Whether this helps to avoid the original's spin-happy crash recoveries remains to be seen. If it does, *Rollcage Stage II* will be a huge improvement on its predecessor.

Another flaw that has apparently been addressed is your opponents' tendency to gang up and bully you into so much scrap metal. Thankfully, you'll have a particularly effective arsenal at your disposal. For example, a chaingun that "fires out a hail of bullets from the front of your car. If you get a doubled-up

gun, each bullet will find its target." Destructible scenery will be playing an even larger part than before, racking up the points as well as revealing shortcuts and better racing lines. Points scored go towards your final placing in the race, and there's even a game mode dedicated to the art of smashing stuff up.

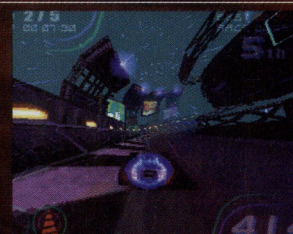
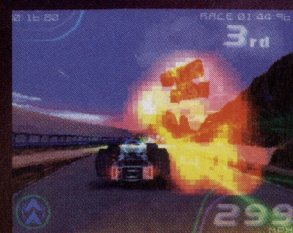
The longevity of the game should be improved with the addition of 10 other gameplay modes for single and multiplayer.

Potentially the most exciting of the new features is the Scramble Mode, where you have to speed from one end of a course to the other within a set time limit. It might not sound that great but as David explains, "The tracks float in space and have no edges. If you fall off, your car is teleported back to the beginning of the track and then the clock is reset."

The promise of 60 different tracks and an equal amount of vehicles makes *Rollcage Stage II* an exciting prospect. And if all of the criticisms levelled at the original have been addressed, the adrenaline pumping gameplay should be second to none. You've told them what you want, they've listened, and the new changes will be on the shelves next month. Has ATD done its job? Wait and see...







"Rollcage Stage II  
expands exponentially  
on what went before"





## on the periphery



### Airpad

Race at full tilt with the Airpad, the latest third party controller to try and tempt PlayStation owners away from their Dual Shocks. Like the recent Evolution controller, Airpad features motion sensor technology. Instead of pressing boring old buttons, you wave the pad around through the air to control the on-screen action. This works well in racing games, but feels horrible for most other game styles, and it's doubtful whether your lap times will increase even after waving the pad around becomes second nature. The flying-saucer design is unusual and you can customise the covers, which should appeal, but the D-pad is small and unresponsive. It's highly customisable with plenty of program modes, including NeGcon support, although many will find getting the exact right feel is a chore. It costs \$59.95.



### Sawn-off G-Con™

Go ahead, make your day with the Sawn-off G-Con. You'll look like a real gangster blowing away wave after wave of bad dudes in *Time Crisis*. The Sawn-off's much more compact size means that you can hide it in your pocket or an ankle holster – your siblings will never get a chance. And its light weight means no more arm-ache in those marathon late-night shooting sprees.

NB: This is of course another spoof peripheral made up by the wacky funsters in the PSM team. Taking a saw to your G-Con is not recommended!



Your fastest lap record in *GT* is safe, even if the gaming hostess is challenging it...



I know what the best games are and when they'll be in the shops, but when it comes to playing games, I'm only average. I get whipped by my family and friends all the time...

I work for *Official PlayStation Magazine*, so I must play games all day, right? Wrong. Only some of us have that lucky job in *PSMTowers*, namely the reviewers, with the rest of us looking on in interest (and envy) as we work

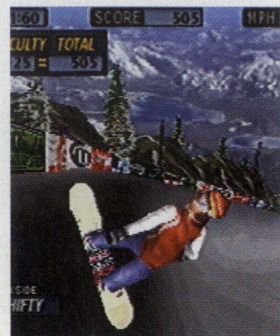


towards getting the magazine finished on time.

Over a month I'd be lucky to rack up a dozen hours of playing time, and most of that is 'social' games playing.

So next time I'm round your house and you drag out the ol' grey box, don't expect to get your ass whipped just because I work for *PSM*. It's most likely my butt that's going to get whipped...

But if you want to know which are the best new games and when they're going to be released, I'm your girl.





A full-page photograph of a blonde woman with long hair, wearing a black one-piece swimsuit, posing on a beach. She is looking towards the camera with a slight smile. The background shows a sunset or sunrise over the ocean with silhouettes of palm trees.

Another good reason to leave the house

**RALPH**

March issue

out now





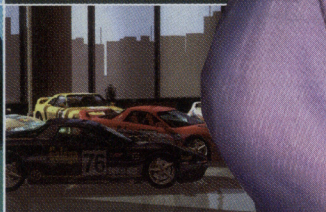
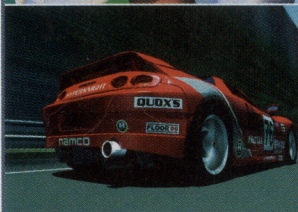
# Racy Girl

Namco reveals new Ridge Racer babe for PlayStation2

Digital demigods Namco have controversially dumped the gorgeous Reiko Nagase in favour of an unknown young model called Ai. These are the first shots of the new beauty. PSM has hired a private investigator to track down Ai's background but so far little has been uncovered. What we do know is that an unofficial Meagan Gollop poll has revealed 90 per cent of PlayStation owners prefer Reiko's flawless beauty to the new model. Here's hoping for a re-think.

Meanwhile, *Ridge Racer V* for the PlayStation2 is looking even more stunning than Reiko and Ai combined. A Namco spokesman said "*Ridge Racer V*'s smooth, beautiful and outstanding visual images have been achieved through the intense use of Gouraud techniques and the improved 3D polygon rendering power available on the PlayStation2."

Translucent glass, landscapes reflected on the car body and background, a diverse range of lighting effects, tire smoke during hard braking and tail-slides, and sparks from car bodies rubbing each other all vie for attention. You'll also enjoy highly detailed racecourses and buildings, shimmering heat waves, and improved distance perspective, which create an incredibly realistic experience that's looking even better than *Gran Turismo 2000*. PSM expects *Ridge Racer V* will be available at the PlayStation2's launch this Spring.



Everything but the girl looks stunning in *Ridge Racer V*.



## DUMMY SPIT

NO NEWS IS NOT GOOD NEWS, SAYS RICHIE YOUNG...

Magazine publishing is a tricky business. It can take several weeks to print, bind and distribute mags around the country. Game publishers know this, so most happily supply us with Gold Discs to review – the finished game but without the fancy packaging – to ensure PSM hits your hands just as the latest reviewed games arrive on store shelves.

Lately we have noted a disturbing trend among some distributors not to supply us with copies of the game until it hits store shelves. They blame rampant piracy. Fair enough, except that there's no consistency. Call us cynical, but we get suspicious when the same company can send us a pre-release copy of one (excellent) game and can't supply another (crappy) game in time for review.

Games like *Tomorrow Never Dies*, *Pong*, *Cyber Tiger*, *Chef's Luv Shack* and *Warpath* all no doubt sold better in their first few weeks on store shelves because punters were unable to read about how disappointing they are.

The bottom line is: wait until you read a PSM review until you spend your cash.

## Return of the Living Dead

Sony about to resurrect Sir Dan

Work on *MediEvil II* is nearing completion. The game begins with Sir Daniel Fortesque as a museum exhibit, no doubt a little bit put out by another disturbed death, and subsequently faced with the task of tackling a full 17 free-roaming levels. Needless to say, there are plenty of strange monsters planned for Sir Dan to do battle with – zombies, fat-bearded ladies, sneaky imps and the like.

Developed by Sony's Cambridge Studio, the levels in the new game are much larger than its predecessor, with puzzle solving being an integral part of the game. Simon Gardner who heads up the Cambridge team reckons, "We've managed to achieve a level of detail,

graphical richness, and a depth of gameplay that few games can match." By the look of these new shots, he might have a point.

Our hero, in his many new guises – including Dan-kenstein (geddit?) – also gets to use an arsenal of new weapons, from the traditional broadsword to the modern and up-to-the-minute-for-1888 Gatling gun, which will no doubt ensure maximum damage to any enemies that get in his way (as well as being a pile of fun with a Dual Shock rattling away). An April release beckons.



Sir Dan's not going to challenge Lara for pin-up status, but he can use his limbs as projectiles.

## The Second Coming

CULT RPG ALUNDRA RETURNS TO THE PRAY

Sony Japan is currently developing the sequel to Psygnosis' role-playing game *Alundra* for PlayStation. Playable demos of the aptly named *Alundra 2* were handed out at the Tokyo Game Show.

PSM's first impression is a warm-glowy positive one, as the original's primitive-looking game engine has been replaced with flash, FFVIII-style renders. The bad news is that a Western translator/publisher has yet to come forward, although several sources suggest that Working Designs, who published the original game in the US, may be involved.

The real question is will *Alundra 2*'s size match that of the first game's, considering the hike in graphical complexity? Keep it locked to PSM and we'll keep you posted.



*Alundra's* sequel has been given more than just a lick of paint.





act + figures

# Touch of Evil

*Resident Evil's* Jill Valentine as played by Australian model Magda.

**Name:** Magda

**Age:** 21 (two years Jill's junior)

**Born:** Prague, Czech Republic

**Now resides:** Sydney, NSW

**Height:** 178cm (a tad taller than Jill who stands at a tiny 162cm)

**Hair:** Brown

**Eyes:** Green

This month's game girl is an up and coming Australian model known simply as Magda. When *PSM* first spotted Magda we genuinely thought we were in the company of Jill Valentine. Naturally, we proceeded to convince her to pop on some racy *Resident Evil* clobber to become the truly delectable Ms. Valentine for every *PSM* reader to see!

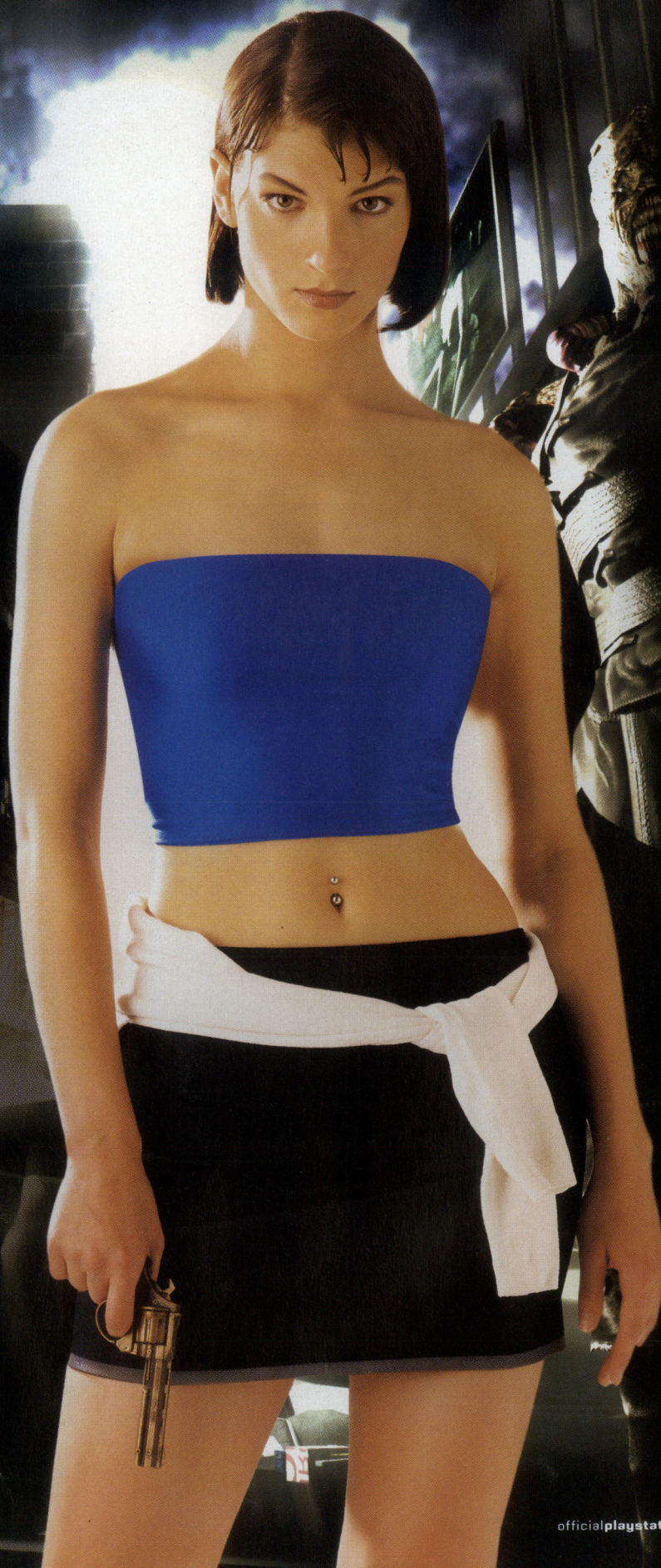
Behold punters, for feisty Jill Valentine has finally been tamed!

Jill Valentine is the star and heroine of the immensely popular *Resident Evil* games. She is an explosives specialist with the Special Tactics and Rescue Service (S.T.A.R.S.) division of the Raccoon City Police Department.

Despite Jill's fine figure, she's not one to be underestimated. Jill has endured countless numbers of flesh-eating zombies and has beaten enemies with all odds stacked against her. If a devastating nuclear war were to occur, the only survivors would be Jill and a handful of cockroaches! Not only is she very cute, she's also very tough...

In her latest adventure, Jill faces her biggest obstacle of all – the Nemesis. This thing is decidedly nasty. He's fast, brutal and strong.

As demure and innocent as Jill appears, the Nemesis will stop at nothing with his attacks. *Resident Evil 3* is so much fun, you'll want to hop on right in there and take on the Nemesis, but you needn't worry – Jill can take care of herself.







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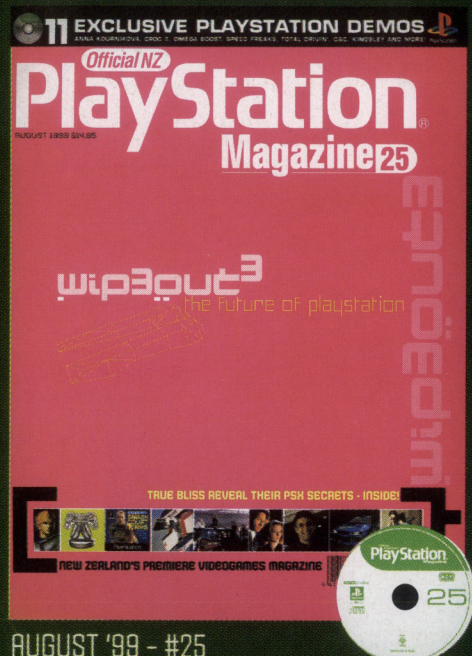


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back issues

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Disc contents - Anna Kournikova's Smash Court Tennis, Aironauts, Croc 2, Omega Boost, Time Slip, Total Drivin', Opera Of Destruction, Command & Conquer: Red Alert, Kingsley's Adventure video, Speed Freaks video, Prince Naseem Boxing video.



SEPTEMBER '99 - #26

Disc contents - Tony Hawk's Skateboarding, Speed Freaks, Evil Zone, Um Jammer Lammy, Rat Attack, Tanx, Tekken 3, Decaying Orbit, Bugs Bunny: Lost In Time, This Is Soccer video.



OCTOBER '99 - #27

Disc contents - Wipeout 3, Point Blank 2, Lego Racers, Um Jammer Lammy, No Fear Downhill Mountain Bike Racing, Final Fantasy VIII video, This Is Soccer video, 40 Winks video, Mission: Impossible video, LMA Manager video, Formula 1 '99 video.



NOVEMBER '99 - #28

Disc contents - Final Fantasy VIII, Dino Crisis, Quake II, This Is Football, Metal Gear Solid: Special Missions, Tarzan, Legacy of Kain: Soul Reaver, 40 Winks, Crash Team Racing video, Afrika Shox video.



DECEMBER '99 - #29

Disc contents - Tomb Raider: TLR, Spyro 2: Gateway to Glimmer, Destrega, Millennium Soldier, Killer Loop, Fighting Force 2, Mission: Impossible, Kingsley's Adventure, Championship Motocross, Gran Turismo 2 video, Jimmy White's Cueball video.



JANUARY '00 - #30

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# PRESIDENT EVIL

This is Shinji Mikami. Serial game designer and the mastermind behind the *Resident Evil* zombie killer chillers.

*PSM* disturbs his grave face and lives to tell the tale...

As the nights lengthen and the days shorten 'til the arrival of *Resident Evil 3 Nemesis* on our mist-opportunity shores, *PSM* decided to tackle the phenomenon at source. Shinji Mikami's zombie-gorged splatter pageants have placed him at the forefront of horror on the PlayStation, leaving us with little choice but to confront him. Visiting a secure facility in the heart of Osaka, Japan's sprawling second city, *PSM* attempted to unmask the Wes Craven of the videogame world.

The undisputed cardinal of fear detected little threat from his *PSM* analyst. His implacable eyes and icy charm immediately asserted control. If he were a straight-to-video baddie, he'd have to be killed at least six times before he finally stayed down. A

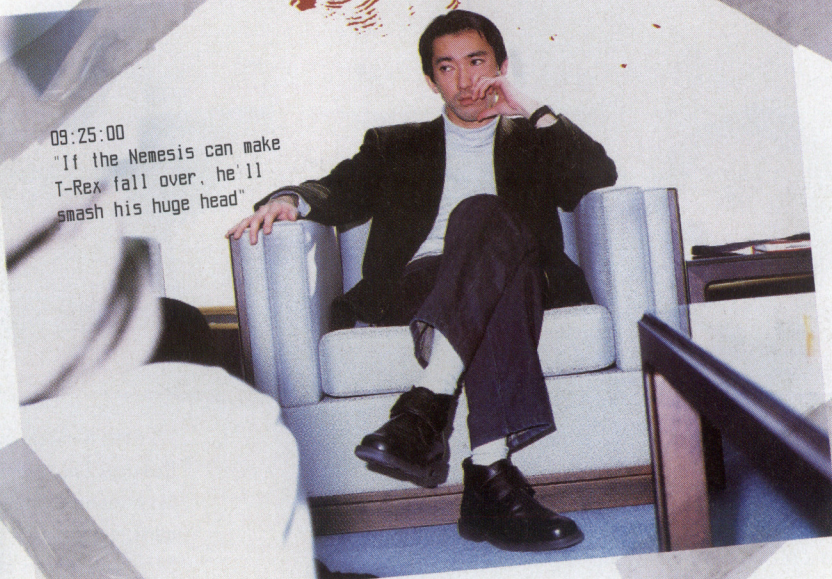


*Residence Evil. The steel-ribbed institution that holds Mikami-San and all his mental powers*





09:25:00  
"If the Nemesis can make  
T-Rex fall over, he'll  
smash his huge head"



shudder earthed itself via *PSM*'s wobbling backbone. It was time to probe the dark imagination of Japan's most successful re-animator...

**PSM:** Let us begin with the most important question — if the Nemesis creature fought the T-Rex from *Dino Crisis* to the death, who would win?

**Shinji Mikami:** Definitely T-Rex. He is much stronger and larger. The only way the Nemesis could kill T-Rex is to run round and round T-Rex and make it dizzy. T-Rex has a very small brain. But his head is very large. He is also very tall — over 10 metres high. If the Nemesis can make T-Rex fall over, he'll smash his huge head and the Nemesis would score a KO.

## (Head)case study



**Name:** Shinji Mikami

**Occupation:** Capcom producer and director

**Age:** 33

**Height:** 5'6"

**Eye colour:** Brown

**Previous history:** *Aladdin* (SNES) 1993; *Goof Troop* (SNES) 1994; *Resident Evil* (PlayStation) 1996; *Resident Evil: Director's Cut* (PlayStation) 1997; *Resident Evil 2* (PlayStation) 1998; *Dino Crisis* (PlayStation) 1999; *Resident Evil 3 Nemesis* (PlayStation) 1999.

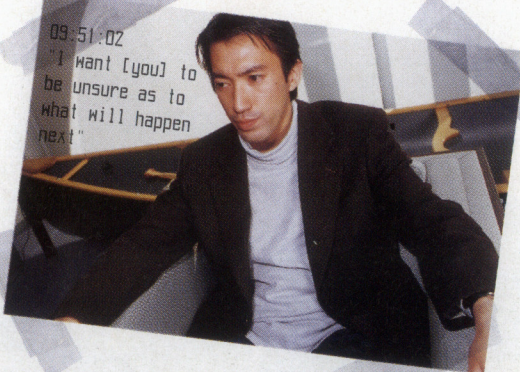
**Hobbies listed:** Watching movies and collecting watches

**Recommended Dosage:** 50mg



09:37:58  
"It's that flutter  
of fear I want you  
to experience"

09:51:02  
"I want [you] to  
be unsure as to  
what will happen  
next"



**PSM:** The Nemesis creature is the most anticipated feature in *Resident Evil 3*. Who or what inspired it?

**SM:** I wanted to introduce a new kind of fear into the game, a persistent feeling of paranoia.

**PSM:** The Nemesis brings that on in spades. When it disappears after the first confrontation, you live in constant dread of the next attack.

**SM:** The idea is to make you feel like you're being stalked. Imagine you're coming back to your home. Suddenly you sense movement in the shadows. Everything seems normal but you feel threatened — like you have a stalker. It's that flutter of fear I want you to experience.

**PSM:** Is it something you've experienced?

**SM:** A couple of years ago there was a lot of publicity about stalkers in Japan. There were a lot of TV programs on the subject which were a good source of ideas.

**PSM:** You didn't conduct any real-life research?

**SM:** The director on the *Resident Evil 2* team had his very own stalker, but I haven't been stalked personally. She was scary.

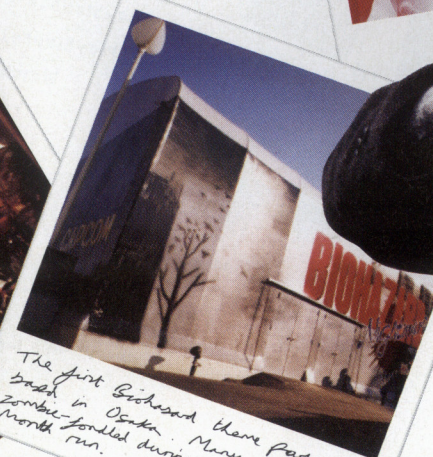
**PSM:** She? It could have been worse, then?

**SM:** She wasn't a pretty sight.

**PSM:** How do you make a videogame prompt the kind of fear that a stalker would cause in real life?

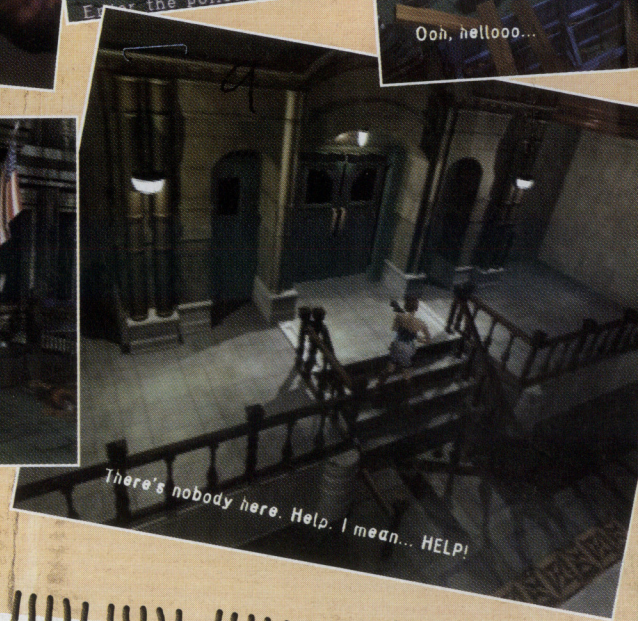
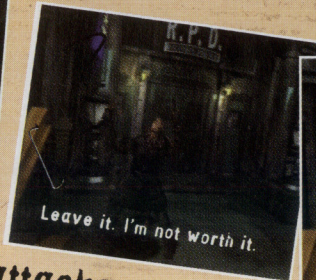
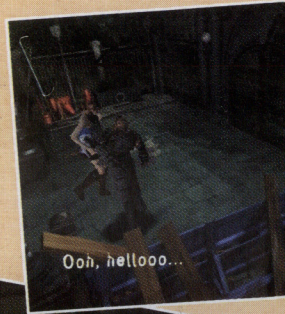
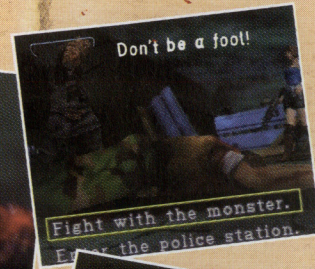
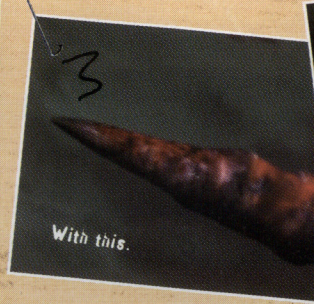
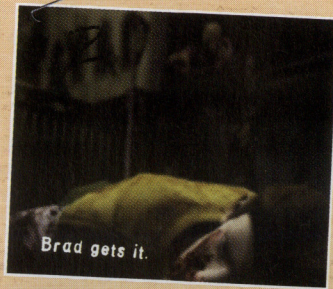
## All the fun of the lair

In June 2000 Capcom intends to bring Mikami-san's vision to startling unlife in a *Resi* theme park known as 'Biohazard 4D Horror'. The main attraction will be a virtual zombie attack which subjects visitors to a terror-charged CGI sequence, while hydraulic chairs churn their stomachs and vents blow cold air down their necks. Lovely.



The first Biohazard theme park was based in Osaka. Many visitors were zombie-fondled during its successful six month run.





## When Nemesis attacks...

Wherever the Nemesis creature appears, the faint whiff of soiled pants is never far behind. Ranking among the most terrifying episodes in videogame history, the sudden, violent assaults register both physically and emotionally. Brace yourself.

**SM:** By keeping the player on his toes all the time. I want the player to be unsure as to what will happen next. It's not necessarily about horror, it's also about surprise and suspense.

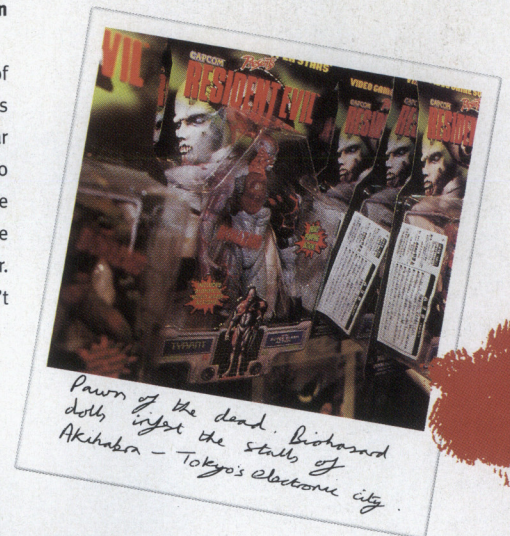
**PSM:** What techniques do you use to create suspense?

**SM:** One way is to use the camera angle to change the player's perception. A first-person view makes the action more personal. But you can create tension by suddenly changing the focus — switching to a third-person view to show events that will affect the player's character. Then you can switch back to the first-person view, and the player is immediately tense

because he knows he has got to respond urgently. That's what I'm working on for the future.

**PSM:** Sound seems to play an important part in cranking up the pressure in *Resident Evil 3*.

**SM:** Yes. In the first couple of scenes a certain piece of music is deliberately played whenever the Nemesis is about to appear. Basically it's a warning. If you hear this music then you know the Nemesis is going to attack and you must prepare for it. But later on in the game, we purposely play that music, only this time the Nemesis doesn't appear, or he appears a little bit later. The player's all worked up for the attack, but it doesn't



09:57:21  
"A first-person view  
makes the action more  
personal"



## case note 1

Subject: Mikami-san on fear  
Ref: Heebie-jeebie central

You like to scare other people. What scares Mikami-san?  
My girlfriend.

Is she the inspiration for the Nemesis creature?  
I can't say. She's even scarier than the Nemesis.

We can't wait to face her in the next *Resident Evil* game.



happen. It's like Pavlov's experiment [see Case Note 2, right] or the music in *Jaws*. I'm trying to mess with your mind.

**PSM:** What other trickery do you use?

**SM:** I've tried to enhance the atmosphere with the sound of people screaming. I wanted to show zombies killing humans on the streets, but I decided against that because there's a lot of discussion in Japan about the effects of videogame violence on kids. So I reworked the idea, unnerving players by surrounding them with the sounds of nearby horror. You don't see anything, but your imagination fills in the gaps.

**PSM:** How difficult is it to keep inventing new ruses to scare people with? The impact of horror soon wears off.

**SM:** In *Resident Evil 3*, I wanted to create tension through contrasting effects. For example, on the city streets you are haunted by the constant screaming. But then, when you go inside a building, I wanted everything to suddenly go quiet. It would have been very eerie, but sadly it wasn't possible to fit the idea in this time around.

**PSM:** Will that idea appear in a sequel?

**SM:** It's time for a change. I want to get away from *Resident Evil*

## case note 2

**Subject:** Pavlov's experiment  
**Ref:** Your dinner's in the dog

Ivan Petrovich Pavlov was a Russian scientist who liked to subject dogs to psychological experiments in his lab. He accidentally discovered that if a bell was rung every time a hungry dog was fed, it would eventually associate food with the sound of the bell and start to salivate on cue. Ultimately the pooch would salivate when the bell rang, even if Ivan had scoffed all the marrow bone and jelly earlier. Similarly, we become the mutt of Mikami-san's joke when the Nemesis music plays and we involuntarily brace for impact, whether the super-ghoul shows or not.

and create something completely new. Fear has been the number one element in all the *Resident Evil* games up till now. But it will take a back seat in my new game, which will be very different.

**PSM:** What kind of game will it be?

**SM:** It definitely won't be a horror game. Before *Resident Evil*, I worked on Disney games, so I've lurched from happy to scary. Now I want to go back and create a game filled with warmth. *Resident Evil* is very dark and there is only fear. I will create a totally new type of game where there's love, happiness and laughter. The closest comparison would be the *Dragon Quest* RPGs [see Case Note 3 on page 39]. My game will be a fantasy game full of imagination and depth. It'll be more rounded than *Resident Evil* and you'll be able to adventure, learn new things and come to appreciate characters' feelings. It will make you feel very emotional.

**PSM:** What's your starting point when you design a new game?

**SM:** I prioritise the game's atmosphere and the effect I want it to have on people. For *Resident Evil*, fear was at the top of my list. From fear I had to work out what scares people. Obviously there are the graphical prompts and the lighting effects, but you have to know what will draw players into the game. What will make players look at a particular graphic. What will make them think 'I must play this game now!' Once I have decided what kind of emotions I want to stimulate, then I design every other element in the game to help create that effect.

The original *Resident Evil* was based on just three rooms — the hall, the cafeteria and the bar. From there I just expanded the rest of the world, adding the details that would create the right atmosphere in each place.

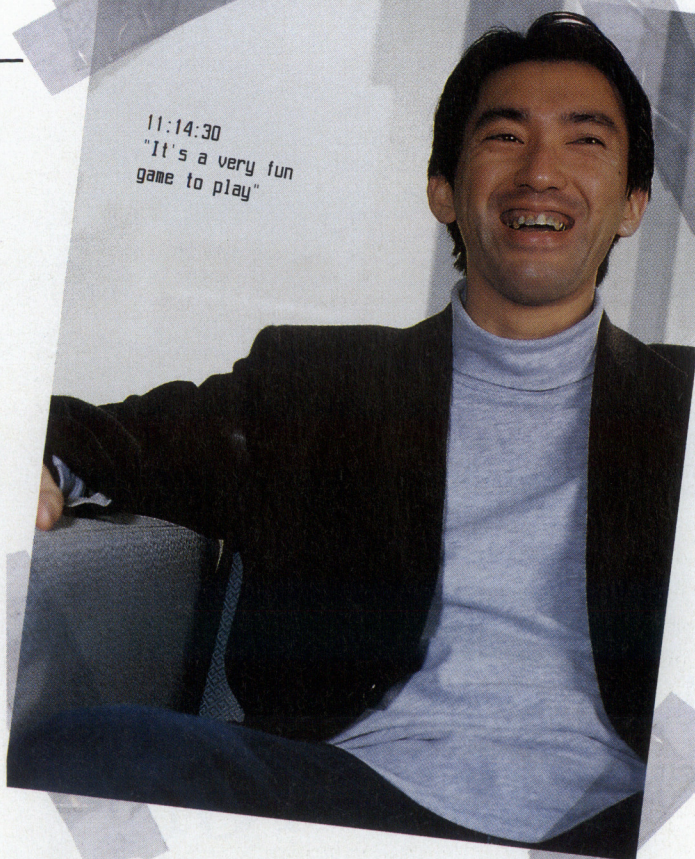
Graphics, plot and characters are all subordinate to the

10:03:19  
"...your imagination  
fills the gaps"

10:27:40  
My original  
vision has  
some heroes  
blasting away  
zombies



11:14:30  
"It's a very fun  
game to play"



message I want to convey to the player. I started with fear and trickled that into the characters and the storyline. My original vision was some heroes blasting away zombies. Once I'd established the right image and atmosphere I designed the rest of the game to fit.

**PSM:** What do you enjoy most about designing a new world?

**SM:** As a kid I watched television and movies, read books and, of course, played games. I realised that a game is the best way to convey a message to someone because it's two-way. A game is interactive which means it's not complete when I've finished designing it. It's only made whole once the player engages with it and completes the effect. Other media are one-way only, but with games I can play catch-ball with the player.

**PSM:** Does that mean you make the games you'd want to play?

**SM:** Yes, but I know all their secrets already so they never surprise me. [See Case Note 3 above.]

**PSM:** Are you excited by PlayStation2?

**SM:** The hardware has great potential but it will be very hard to make games that take advantage of its power, because it demands a much wider range of skills than the PlayStation. Sony provided libraries [off the peg programming routines]

with the PlayStation which immediately freed the developers to take the next step. But there are no libraries with the PlayStation2. Sony is saying 'It's all yours, make any games you want' but it will take a long time.

**PSM:** Are you working on the PS2 now?

**SM:** I'm working on the new *Resident Evil* game for PlayStation2. But I can't give away any details. [See Case Note 4 below.]

**PSM:** Will games on the PlayStation2 just be pretty or will they have more depth too?

**SM:** That doesn't depend on the hardware. It really depends on us as developers.

**PSM:** Are you ever happy with a game?

**SM:** No.

**PSM:** We can't have an unhappy ending — what pleased you most about *Resident Evil 3*?

**SM:** It's a very fun game to play. The most fun of the three.

**PSM:** Shinji Mikami, thank you very much.



### case note 3

**Subject:** Mikami-san's favourite games  
**Ref:** The pleasure principle

**Dragon Quest, RPG, SNES**  
"You play a warrior trying to defeat an evil lord. This game made me feel very emotional."

**Derby Stallion, Horse racing sim, PlayStation**  
"You have to breed horses, then groom and take care of them until the day of the race. It's very hard to breed the best and fastest horse."

**Family Circuits, F1 racing sim, SNES**  
"This game replicated the real sense of danger in Formula One because one slip could be fatal. If you touched a barrier, your race ended, so you were constantly on the edge. Today's games are too easy. This was very exciting."

**Zelda, Adventure, SNES**  
"Everyone knows Zelda."

SUBJECT  
NEUTRALISED



Mikami-san needs some gentle persuasion to hand over the loot

### case note 4

**Subject:** Mikami-san on the future  
**Ref:** More gore

**Tell us about Resident Evil 4?**

Work is already underway, it will be a big improvement visually with full polygon graphics.

**What ambitions do you have for the game content?**

I want to improve the control method. It will be simple yet sophisticated so that a player will be able to naturally perform moves like looking round corners. This will draw players into the game and will make a big impact on anyone who plays it — even for a split-second.

**Does that mean more action on-screen?**

Yes. There will be more things happening. I want people to be instantly hooked. I want them to grab the joypad from each other and demand to play.

CLASSIFIED

## Resident Evil 3 Nemesis — Fact Attack

**Publisher:** Eidos

**Developer:** Capcom

**Australian release date:** February 2000

**Further reading:** PSM 29 — preview (page 44); PSM 30 — review (page 52).





[PLAYSTATION 2000]







With the forthcoming launch of PlayStation2 and an unprecedented number of quality games for PlayStation, *PSM* looks into the bright, bright future that is the year 2000.

## Sony

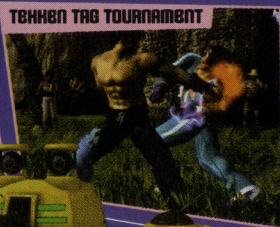
Naturally enough, all eyes will be on PlayStation2's September launch, but there's still plenty more to come on Sony's schedule for PlayStation. The heavy hitters are, of course, *Gran Turismo 2* and *Final Fantasy IX* — with the 600 cars of one and the gargantuan renders of the other pushing PlayStation hardware to the limit. Only a fool would bet against both shooting straight to number one in the charts and sticking there. In between, however, are secreted a host of solid titles. *Syphon Filter 2* has buckets of potential, while expectations are that Psygnosis follow-ups *Colony Wars: Red Sun* and *Rollcage Stage II* will dazzle with grander designs and even more impressive effects. Action game fans have no need to feel left out either as *Ehrgeiz* and *Jackie Chan's Stuntmaster* enter the 3D fight arena, while if it gets a release, spy-athon *Chase The Express* hopes to be the next *Metal Gear*. Making up the rearguard are the dog-fighting *Ace Combat 3*, the terrorist sniping *Time Crisis Alpha* and snow surfer *Cool Boarders 4*, with *MediEvil 2* thrown in for ghoulish good measure. Something for the sprogs? Perhaps *Team Buddies*' four-player arcade action will keep little paws occupied. RPG purists can celebrate too as *Legend Of Legaia*, a combat heavy adventure, the atmospheric *In Cold Blood* and the retro-tastic *Star Ocean: The Second Story* make an appearance. All this and Sony still has room for *Space Debris*, *Tiny Tank* and *Shadow Madness*. Still, these titles are merely the first course before Sony's September banquet as PlayStation2 launches with *Gran Turismo 2000*, *Ridge Racer V*, *Tekken Tag Tournament* and *Wipeout 4*. After 12 months of consolidation for Sony, 2000 will be its biggest year since 1994, the birth of the PlayStation.



TINY TANK



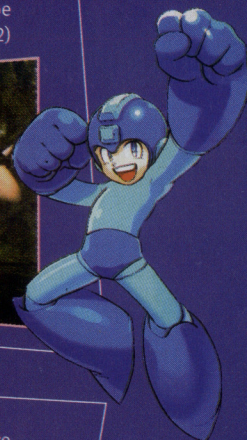
TEKKEN TAG TOURNAMENT



## Virgin

Dwindling in output a little, Virgin still has a few choice morsels. There's the turn-based strategy title *Master Of Monsters* and odd 3D action from *Rising Zan* that stars a gun-toting, katana-wielding samurai warrior. The firm's lunch money, however, has to be on *Marvel Vs Capcom* and *Street Fighter EX3* (PS2) resurrecting past glories.

STREET FIGHTER EX3

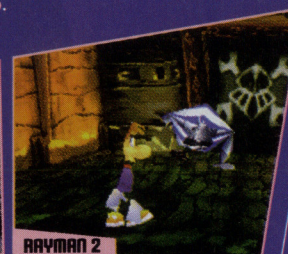


## UbiSoft

*Grandia* is just out, *Official F1 Grand Prix* will have to cope with stiff competition from the likes of *F1 2000*, while *Rayman 2* tries to make a star of its armless platform hero.



OFFICIAL F1 GP



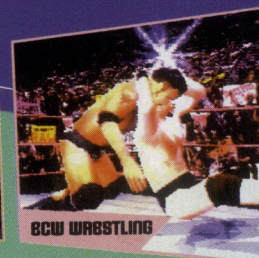
RAYMAN 2

## Acclaim

You could be forgiven for thinking that Acclaim has relocated to *South Park* (yes, *SP Rally* is coming) but there is life outside Kyle's hometown. Most likely to impress is comic book blast *Armorines S.W.A.R.M.*, a first-person bug hunt where the bugs in question happen to be big, mean and alien. If speed is more your style, then arcade racer *Vanishing Point* might do nicely, with some of the slickest graphics yet seen on PlayStation, while brutal grappler *ECW Wrestling* has some of the nastiest. Moving swiftly on to PlayStation2 is *Ferrari 360 Challenge*, soon to be followed by a conversion of the PC hoverboard game *TrickStyle 2*.



ARMORINES



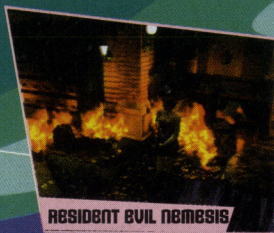
ECW WRESTLING



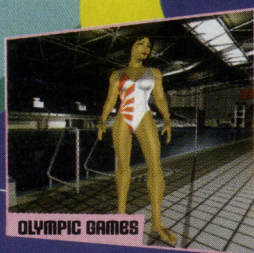


## Eidos

Not content with grabbing the headlines (not to mention the covers) in 1999, Eidos intends to press home its advantage with four massive titles. As far as PlayStation goes its biggest game has to be *Resident Evil 3*. The zombies return with sharper features, gorier innards and (gasp) the ability to climb stairs. Then there's further demonic business in *Soul Reaver 2*, a franchise guaranteed to extend over both consoles. The shock of the new is likely to be administered by *Fear Effect*, a film-noir-meets-manga-action adventure. Cunningly combining rendered backdrops and 3D characters, and featuring more plot twists than a month of *Home & Away*, it's an impressive videogame thriller. This quartet is finished off by one of the most important titles under development for PS2, a game starring Ms Lara Croft. Yet even before *Res 3* can lick its wounds, news is that *Res 4* and *Dino Crisis 2* are on the way. *Gex 4* may court the ankle-biter vote but PSM's tip is *Commandos 2*, a stunning real-time WWII strategy affair. Licenses play a big part in the rest of the firm's PlayStation plans with *Formula 1 World Grand Prix* lining up on the grid beside EA's *F1 2000* and *UEFA Champions League 2000* taking on *ISS Evolution*. Having acquired the rights to Sydney 2000, we can also expect a multi-event Olympic Games title. The sheer number of quality Eidos releases suggests that this year they'll be second only to Sony in terms of clout.



RESIDENT EVIL NEMESIS



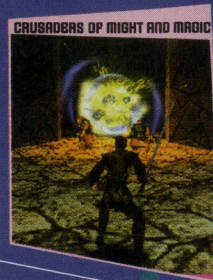
OLYMPIC GAMES

## 3DO

Hoping that this will be its breakthrough year as a PlayStation publisher, 3DO's strategy is to marshal the franchises that have done well for them in the PC sector. *Army Men: Air Attack* and *Army Men: Sarge's Heroes* are toy warfare aimed at your little army cadets. The action RPG *Crusaders Of Might And Magic* could make more of an impression with its emphasis on real-time action and complex plot lines. Anco's *Player Manager 2000* will offer a sporty theme, while *Battle Tanx* promises tin cans exchanging shells at 30 paces.



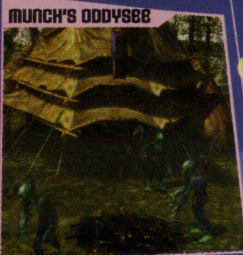
ARMY MEN



CRUSADERS OF MIGHT AND MAGIC

## GTI

The recent buy-out of GTI by Infogrames has shed little light on the fate of the eagerly anticipated conversion of PC smash *Unreal*. While it certainly has the ability to knock *Quake II* off the best first-person shooter podium, the firm has yet to produce a playable demo. It can't be bad, however, if your fall-back position involves bringing out *Driver 2*, a sequel to the genre-breaking free-form driving game, and more politically incorrect carnage in *Duke Nukem: Planet of the Babes*. Even better news is that *Driver 3* and two new Oddworld games — *Oddworld: Munch's Oddysee* (3D platform/adventure) and *Oddworld: Hand Of Odd* (real-time strategy) — are currently being worked on for PS2. Ironic, but 2000 has/had the potential to be GTI's biggest year.



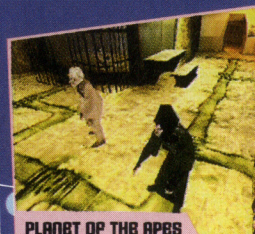
MUNCH'S ODDYSEE

## EA/Fox

Except for the *FIFA* hard sell, Electronic Arts has had a relatively quiet 12 months. On paper 2000 doesn't look like being much different, but no-one's writing off this super-publisher just yet. The performance of three games could make a difference: *Die Hard Trilogy 2*, *Planet Of The Apes* and *F1 2000*. Everyone loved the first *Die Hard Trilogy* with its mix of shooting, driving and 3D adventuring, but can the sequel really deliver the same thrill two years on? *Planet Of The Apes* is the joker in the pack as its mix of puzzling and gorilla bashing might enslave us. *F1 2000*, of course, could be huge but will have to fight off the strongest field of rivals yet. *Theme Park World* and *Dune 2000* should keep strategy fans occupied, while the rest of the line-up is predictable enough with *Cricket 2000*, *Supercross 2000*, *NHL 2000*, *Rugby 2000* and *Road Rash Unchained*. EA's only announced PS2 game, *Cross Fire*, looked suspect at the Tokyo Game Show but still has time to improve. Oh, and there's something called *FIFA 2001*, just in case you were wondering.



DIE HARD TRILOGY 2



PLANET OF THE APES

## Midway

Midway looks set for a new start as it enters the fray with the arcade fister *Ready 2 Rumble Boxing*, which boasts plenty of moves and slick graphics. *Hydro Thunder* is a brave stab at a boat racer (remember *Rapid Racer* anyone?), while they've had a good rummage down the back of their sofa for old arcade games to fill their *Party Pack* — that's obviously where it dug up *MK Trilogy* too...



HYDRO THUNDER





## Take 2

Big in PC-land, Take 2 is keen to make it over here with a ragbag of licenses and sequels. *The Blair Witch Project*, *Austin Powers* and *Kiss: Psycho Circus* almost defy description, while the strategy-based *Spec Ops* and *Railroad Tycoon 2* are the sensible option. A *GTA 3D* title for PS2 is PSM's choice while the news that Rockstar will be powering up *Duke Nukem* for PS2 (see page 12) means Take 2 is on the up and up (and possibly up).

BLAIR WITCH



HISS: PSYCHO CIRCUS



SHEEP



## Empire

Herding hasn't inspired many games but its appearance in *Spyro 2* suggests that Empire's *Sheep* could work. Starting with 30 idiotic walking fleeces, your job is to guide them through 16 hazardous levels by a mixture of cunning and brute force. Less off-the-wall fare comes in the shape of *Ford Racing*, a 12-car manufacturer-licensed driving game. You could drive balls in *The Golf Pro* and *International Cricket Captain* instead, but if the sports of the present hold no appeal then maybe seeing if *Speedball 2100* can escape the curse of the future sports sim will be entertainment in itself.

## PlayStation 2

So what's gonna be big on PS2? Here's PSM's top 10 games to look out for come September...

GRAN TURISMO 2000



### Gran Turismo 2000

SONY

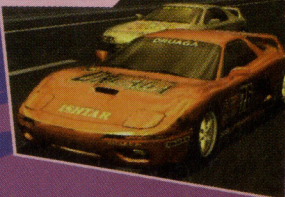
Perfection on wheels returns with a heat haze and car models Peter Brock couldn't fault. Totally licensed, totally desirable, totally unmissable.

### Ridge Racer V

NAMCO

The old lady of PlayStation turned into a spritely sexpot, with arcade thrills now backed up with sublime realism. Fantastic car physics, pop-up headlights, sparks, smoke and speed. Vroom, vroom etc...

RIDGE RACER V



### Oddworld: Munch's Oddysee

ODD WORLD INHABITANTS

An ambitious 3D game like you've never seen before with elements of action, adventure, role-playing, simulation, strategy and shoot 'em up.

### Dark Cloud

SONY

Clamber aboard a flying carpet and hop from island to island creating villages in an attempt to stem the tide of evil. Lovely scenery.

### Oni Musha

CAPCOM

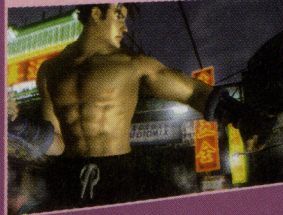
A samurai epic (2000 character battles anyone?) featuring stealth, swords and puzzles. Can you defeat the evil Ota Nobunga? Hail!

### Tekken Tag Tournament

NAMCO

Feel like you're playing a rendered cut scene with the lightning-fast, lighting-heavy, neon-reflecting fighter. Tag – it's it!

TEKKEN TAG TOURNAMENT



### Street Fighter EX 3

VIRGIN

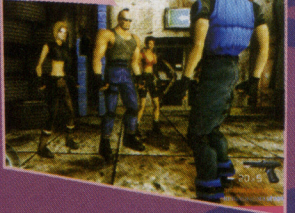
Underrated 3D *Street Fighter* spin-off could finally silence its critics with a tactical beat 'em up that looks as good as it scraps.

### The Bouncer

SQUARE

Could be that cinematic gang warfare thriller you've always wanted. Expect multiplayer fights and the finest visuals ever.

CROSS FIRE



### 500 GP

NAMCO

Hot from the arcades is the superbike game that makes the most of the leaning, swerving two-wheeled action. Real riders, real smart.

### Cross Fire

EA/SQUARE

A first-person adventure that, while not looking graphically stunning at present, boasts a strong plot and buckets of hefty machine guns.

## Konami

After the huge critical and commercial success of *Metal Gear Solid* and *Silent Hill* last year, it's likely that Konami will have a slightly lower profile in 2000. Nevertheless, this award-winning publisher has several potential best sellers in the pipeline. Perhaps its most surprising offering will be a conversion of its *Dance Dance Revolution* arcade game with the potential to cause outbreaks of body popping in a million living rooms. Quite how well this will translate from a floor-pad hopping coin-op is unclear, but it'll be in good company with the long-awaited arrival of Konami's DJ sim *Beatmania*. Audience participation is definitely required for button-bashing sequel *International Track & Field 2* featuring 15 events guaranteed to test your stamina and timing. While a *Final Fantasy IX*-beater may not be on the cards there is a double whammy of RPG action with both *Suikoden 2* and *Vandal Hearts 2* up for release. *Suikoden 2* boasts a cast of 108 and *Vandal Hearts 2* promises 120 different types of weapons and armour that should spice up those battle sequences. The two big unknown quantities are *Konami Rally* and *ISS Millennium*. *Konami Rally* is set to go head-to-head with *Colin McRae 2* and aims to provide the maximum amount of drops and inclines, while *ISS Millennium* is the working title for a complete PS2 re-vamp of the *ISS* footy franchise. Less mysterious is *NBA In The Zone 2000*, the latest in its basketball game series. For Konami, much depends on whether its top-end PlayStation titles can make a splash in an increasingly saturated marketplace.



BEATMANIA



TRACK &amp; FIELD 2





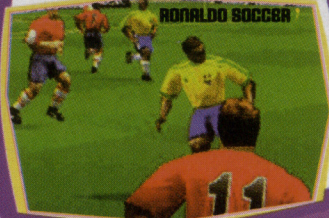
## Infogrames

Having hoovered up Gremlin and Accolade in 1999, Infogrames heads into 2000 with one of the biggest line-ups of any publisher. It's hard to say out of this vast selection which titles will make an impact. *N.Gen* is our tip, an airborne racer with shortcuts, upgrades and 38 aircraft – could be *Gran Turismo* with wings. Then there's *Gekido*, a 3D story-driven beat 'em up, and *Ronaldo Soccer*, a game based around the Brazilian superstar. *Premier Manager 2000* should take up the chant against *Player Manager 2000* while *Eagle One: Harrier Attack* is another attempt to bring a flight simulator to PlayStation, complete with two-player mode. No less than three *Test Drive* games swell the ranks with *Test Drive 6*, *Test Drive Off-Road 3* and *Test Drive Cycles* all due. Extreme roadists may favour *Radikal Bikers*. For sheer nostalgia value, however, who wouldn't warm to the multiplayer *Wacky Races* that should finally make it over from Japan complete with sticks of dynamite and all manner of dastardly contraptions. In line with its strategy to gobble up the games market, Infogrames ended 1999 by buying GTI. It will be interesting to see how it handles the red-hot *Driver* series on PlayStation and PS2.

GEKIDO



RONALDO SOCCER



## Codemasters

Codemasters has risen to prominence in 1999 as the PlayStation's most consistently innovative games publisher by delivering the sleeper hits *LMA Manager* and *Music 2000*. This time around there's a more focused look to its line-up as it concentrates on sporty titles. *Colin McRae Rally 2* has to be the top on any gamer's wish list as the original turned off-road racing into an art form. Three hundred extra car polygons and a ton of intensive track design later and *McRae* is shaping up to wrest the number one spot from *V-Rally 2*. Meanwhile, after a quick service in the pits, expect to see *TOCA* return to the track and new

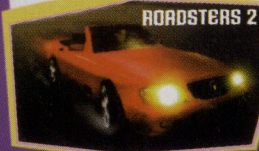


boy racer *Off The Road* to start its warm-up lap. Codemasters switches to pure muscle power for the rest of its releases with *Prince Naseem Boxing* trying to wind *Knockout Kings*, *World Championship Snooker* bringing the green baize to life and *Micro Machines* mutating into a leg-powered eight-player mini marathon called *Micro Maniacs*. Always surprising, the only thing guaranteed about Codies this year is that *LMA Manager 2* and *Music 2001* are waiting in the wings.

## Titus

Still largely inconspicuous in the PlayStation market, Titus is determined that partners Virgin and Interplay shouldn't have all the fun. To that end *Robocop* gets de-scaled and readied for battle, while *Top Gun* flirts with leaving Terra Firma. Most responsibility, however, rests on the promising *Roadsters 2* for PlayStation2.

ROADSTERS 2



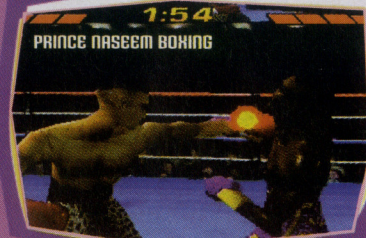
## Interplay

Not the best of times for the third member of the Titus/Virgin conglomerate but Interplay does have a possible ace in the hole in the form of Shiny's *Messiah*. Surely one of the oddest game pitches ever, *Messiah* has you taking on the part of an angel baby who can possess other characters in order to rid the world of evil. Further cheer might be provided by the long-delayed RPG *Baldur's Gate*.

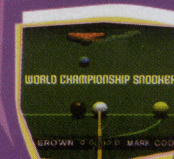
MESSIAH



COLIN MCRAC RALLY 2

1:54  
PRINCE NASEEM BOXING

WORLD CHAMPIONSHIP SNOOKER



MICRO MANIACS







## Activision

Despite having given PlayStation owners *Quake II*, it seems Activision isn't happy to sit on its butt. First up a follow-up to the under-rated drive-by shooter *Vigilante 8*, *Vigilante 8: 2nd Offense* is taking to the streets. More of a shock is the appearance of *Nightmare Creatures II* – the original was a horror to control, let's hope the sequel isn't as terrible. Good news for grinders is that skateboarder *Tony Hawk's 2* will be grazing the PS2's knees before long. Three comic book licenses also feature with the vampiric madness of *Blade*, *Spider-Man* (using *Tony Hawk's* engine, no less) while rumour has it that the long-awaited *X-Men* will be re-worked to tie in with the upcoming movie. *PSM* knows for certain that Activision has several big projects – not including *Star Trek: Red Squad* – under wraps but we'll just have to wait and see whether these make their release schedule for 2000.



SPIDER MAN

## THQ

One of the strangest prospects in 2000 is normally wrestling-mad THQ resurrecting the *Evil Dead* film license after 18 years. *Evil Dead: Ashes 2 Ashes* is a cinematic horror yam that involves much bloodletting with chainsaws and shotguns. A rival for *Resident Evil 4*? We remain to be convinced. Otherwise the crawling classes get a *Rugrats* sequel and (no escaping it) *MTV Extreme* and *WWF Smackdown* threaten to pin you to the virtual canvas.

EVIL DEAD



RUGRATS STUDIO TOUR

## Round-up

The best of the rest heading to PlayStation

<b>Animaniacs Splatball</b> UBISOFT	<b>Galerians</b> CRAVE	<b>Scooby Doo</b> UBISOFT
<b>Asterix &amp; Obelix</b> CRYO	<b>Great Train Robbery</b> SCI	<b>Stunt GP</b> HASBRO
<b>Cooper 2</b> SOUND SOURCE	<b>Guardians Of Darkness</b> CRYO	<b>The Italian Job</b> SCI
<b>Digimon World</b> BANDAI	<b>Guilty Gear</b> SYSTEM 3	<b>Tototubbies</b> BBC
<b>Dukes Of Hazard</b> UBISOFT	<b>Jedi Power Battles</b> LUCAS	<b>Toshinden 4</b> SYSTEM 3
<b>Plintstones Bowling</b> UBISOFT	<b>Mary King's Riding</b> MIDAS	<b>Victory Boxing 3</b> JVC
	<b>Prince of Persia</b> TLC	<b>Wild Wild West</b> UBISOFT

## Top 10

*PSM's* very own top of the PlayStation pops. Smash hits all!

- 1. Gran Turismo 2** The best racing game of all time.
- 2. Colin McRae Rally 2** Off-road classic gets PS tune-up.
- 3. Syphon Filter 2** Sleeper hit shooter is re-awaken.
- 4. Driver 2** New cities for this sequel to glorious getaway game.
- 5. Final Fantasy IX** RPG to stretch the console to its limits.
- 6. Resident Evil 3 Nemesis** Zombie blast that's terrifyingly good.
- 7. In Cold Blood** *Broken Sword* for grown-ups? Thrilling.
- 8. Konami Rally** *Metal Gear* on four wheels. Maybe.
- 9. Unreal** PC first-person blast attacks PlayStation.
- 10. ?**

What game for PlayStation (not PS2!) do you think should finish our Top 10? Write to 'Y2K Top 10' at the usual *PSM* address, jotting down your guess on the back of an envelope, and if your entry matches with *PSM's*, you'll win a copy of that game before it's even in the shops!

**WIN!**

COLIN MCRAE RALLY 2



IN COLD BLOOD



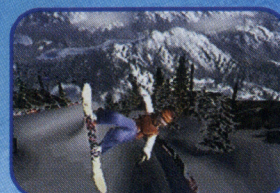
UNREAL



RESIDENT EVIL 3 NEMESIS







**Cool Boarders 4** features more elaborate tricks, along with a four-player mode – a first for a snowboarding sim.

## PSM OPINION



It is more challenging, looks better and the new mountains are long and impressive.

It's more of the same. And compared to the foreground, the background graphics are a little dull. Also, the punches should be more powerful!



The drawback of snowboarding games is that the runs remain the same time and time again. More variety by way of a create-a-park mode would add significantly to the game.





# Cool Boarders 4

*Cool Boarders* quickly established itself as the premier snowboarding sim on the PlayStation, and its sequels marked further improvement. Thankfully, number 4 is keeping up with tradition, as **Richie Young** sussed out after hitting the slopes.

What is immediately noticeable with *Cool Boarders 4* is the inclusion of four-player mode. This is a first for a snowboarding game on the PlayStation, and might give *CB4* an edge over the recent, and entertaining, *MTV Sports: Snowboarding*.

Unfortunately, before you start dreaming of chaotic no-holds-barred races to the bottom of the slopes while throwing punches at your three friends, it must be said that the four-player mode is a little disappointing. Four players can compete against each other, but only two can race together at a time. A shame.

Thankfully, the Idol Minds development team didn't stop with the improvements at the four-player mode. The unfinished version of the game already plays smoother and faster than its predecessors.

*CB4* is visually impressive. Everything about the game looks polished, which is just as well after the fourth attempt! The initial introduction video, the in-game menus, the *Matrix*-inspired character selection screens and the big mountains set the 'attitude' for you to do some serious shreddin'.

Not only does *CB4* take a step closer to realism visually, it also features real-life pros, companies and snowboards. It will add extra appeal for fans of the sport considering that only fictional characters were available previously.

In all, there are five international mountains to ride. More courses and riders mark another significant improvement over other snowboarding games. Also, you can track down 16 pro riders, 34 real boards and 30 all-new runs.

The mountains are not particularly wide, although most of the runs are suitably long. There are also plenty of obstacles and jumps littered throughout to ensure the element of surprise.

Gameplay is both involving and entertaining. Don't be mistaken, this isn't a snowboarding game where you point your board in the general direction, let gravity do its work and just steer and jump at the right time. *CB4* has more

emphasis on accurately choosing your line down the mountain. Again, your opponents' AI seems more enhanced in the downhill mode, making it more difficult to beat them over the line. Accurately timing your jumps is also more important. To maximise your speed and course times, choosing your jumps is important as you aim to land over the next hump.

With six events to compete in, there is plenty of variety to keep punters occupied. Downhill, slope style, half-pipe, big air, CBX and a special mode give a wide array of winter challenges. The events encompass everything, from specialised tricks, massive jumps and precise slalom skills.

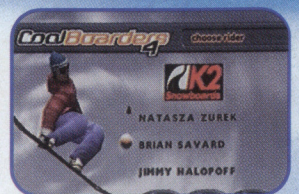
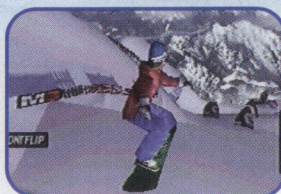
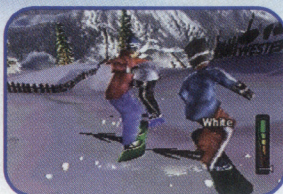
As per usual, opening up further courses relies entirely on how well you compete in each event. Winning events and setting new records will unlock further areas of the game.

The ability to customise your own boards is a definite added bonus; both cosmetic and performance changes can be made. While these inclusions don't make significant additions to the game, they are fun touches and add to the longevity.

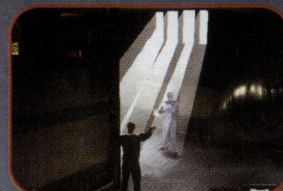
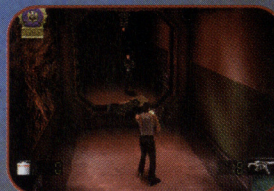
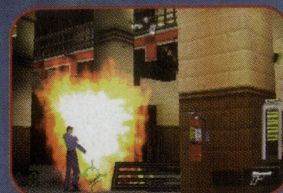
The trick system in *CB4* plays similarly to *Cool Boarders 3*. There are many tricks to pull and the mountains lend themselves to spectacular spins from big drops. The more elaborate tricks can be difficult to land, however the learning curve is encouraging enough to allow you to happily continue.

A common problem among snowboarding games is that sustained variety is difficult to maintain. As the mountains remain the same and you are only capable of heading downhill, snowboarding sims have a relatively short lifespan compared to other genres. Fortunately, *CB4* is more challenging and includes added in-game options, which will increase its long-term value.

*Cool Boarders 4* certainly looks more impressive than any other snowboarding sim on the PlayStation. But it's less than ground-breaking, and can really only be described as a minor update. If you already own a copy of a previous version of *Cool Boarders*, we suspect this won't be an essential buy.







Shoot out windows – in fact just shoot everything in sight – and lob in grenades to rid the world of those evil terrorists.

## PSM OPINION



Three different styles and lots of big explosions — it feels like a movie.



Not very polished, and the dialogue is repetitive. Overall it requires more imagination.



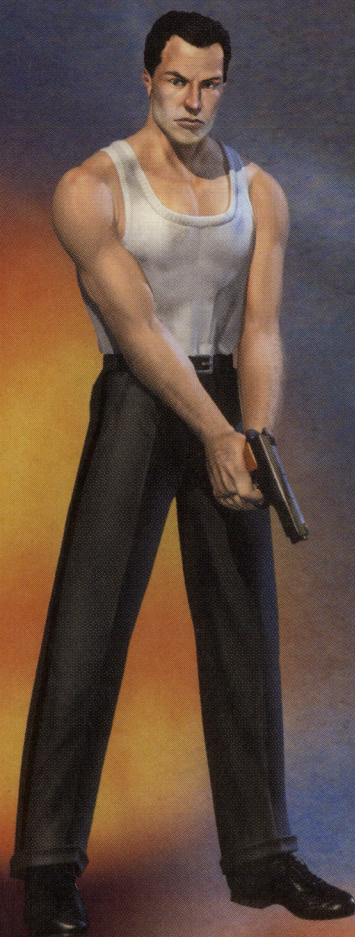
The first game sold more than two million copies and there's no reason to believe that the sequel won't do just as well. We're looking forward to having a blast on this. As long as it doesn't try to be a jack of all trades...





# Die Hard Trilogy 2

John McClane comes to the rescue again. **Steve Owen** gives this latest Bruce bonus a blast.



Should you discover that some Eastern European terrorist organisation is threatening to take over your office building, our advice is to change into a vest and go kick Hans' butt. It works for Bruce. The numerically challenged might struggle to comprehend the title to Fox's latest game. As the sequel to 1996's original, this version retains the three disparate genres (*Tomb Raider*-style third-person, *Time Crisis* first-person on rails, and *Driver*-style abusive driving), but weaves its own story using John McClane and, yep, dodgy-accented terrorism.

This time though, rather than split the three genres, the game mixes and matches them within the story itself. The third-person view gives you freedom of movement and your red laser sight illuminates the skulls of your targets. More puzzle-based than the original, this is a style that would rather have you exploring dangerous locations than provide a map. A range of weapons can be used to keep marauding guards and foreigners at bay, but sometimes stealth is the preferred option.

The first-person levels are your classic lightgun shooters on tracks. Supporting the G-Con-45, the PlayStation Mouse and a standard controller, shooting hidden items can unlock options in later levels. For instance, should you find a set of keys, it can give you an alternative vehicle in which to charge around Las Vegas.

The driving sections are no less frantic. Tight for time, you are given a number of different missions, from collecting and delivering bombs to smashing up terrorists' getaway vehicles. There's even one level where you're an undercover cab driver and have to deliver fares across the city. The style-hopping movie mode covers 13 different missions, but there are 28 in the arcade mode, where, like the original, you play through a sequence of maps all set within the one game type. Secret levels demonstrate the developer's sense of fun and add longevity and depth — we particularly like the section in the first-person mode that lets you shoot mime artists before they 'annoy you to death'.

It's more of the same really, but a reasonably compelling movie mode and some more advanced puzzles and surprises should make *Die Hard Trilogy 2* as big a hit as the original.





## Armorines: Project S.W.A.R.M.

If a 10-foot tall spider is your idea of a nightmare, then this first-person insect-swatter could be the ticket...

**Nick Jones** prepares for battle with a can of Mortein at the ready.



You don't just have to worry about giant spiders trying to bite your ears off, you also have to watch out for the local inhabitants and any troopers lost behind enemy lines.

### WATCH OUT FOR...

**THE BLOODY GREAT INSECTS (OBVIOUSLY)** In case you haven't been paying attention, we just got our asses kicked... There are an impressive number of insects running around in *Armorines* and they're intelligent, too. They don't just follow you when attacked, but often wait for you to make the first move and even hide high up on rock faces. The insects also re-spawn, giving the impression that you are under attack from an entire army of the critters. It all keeps you constantly on your toes and up to your neck in insect goo...

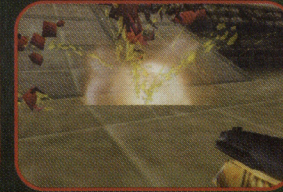
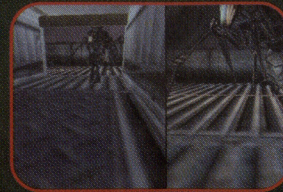
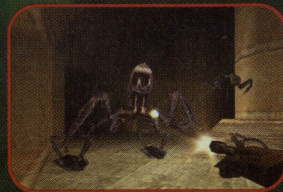
Okay, it's Earth invasion time again. The human race is under attack from giant insects, *Starship Troopers*-style. These muthas are big, clever and, most importantly, hungry for human flesh. They'll stop at nothing. So far all normal military action has failed against the bugs — you see they secrete toxins that can kill a man in seconds. The only hope for humanity is an experimental nuclear-powered suit and you, the lone Armorine who must wipe out the evil alien threat. That is if you don't get your head chewed off first...

*Armorines: Project S.W.A.R.M.* is based on a popular US comic of the same name and is a first-person shoot 'em up big on action, guns and lots of gore. The game is mission-based and a set of objectives have to be reached to succeed on each of the levels. You will have to rescue POWs, take out alien installations and destroy a number of enormous boss insects. Levels take place over a number of diverse environments including deserts, arctic regions, rainforests and even volcanoes.

But you don't have to play alone. One of *Armorines'* best features is a two-player cooperative mode, something that is often overlooked by developers of first-person shooters and a feature that will make *Armorines* unique. A four-player Deathmatch Mode will also be included, so anyone who has developed a taste for this style of game since *Quake II* will be chuffed to bits.

The varied and ultra-destructive weaponry will be a big part of the game and there are some monster weapons to dispatch the arachnid invaders off to insect hell. These change from mission to mission and include all the usual rocket launchers, plasma guns and so on. You will also be able to find secret weapons and steal the insect's guns and let them have a taste of their own medicine.

*Armorines: Project S.W.A.R.M.* is due to be released in Autumn, and with a lack of quality shooters on PlayStation, it is sure to be a hit. Especially with anyone who cowers at the sight of a spider in the bathtub...





## PSM OPINION



Very similar to *Starship Troopers* the game. Features a unique cooperative mode and intelligent enemies.



How can it better *Quake II*? Loading interrupts levels and the graphics are basic.



Although *Armorines* has an original and cinematic setting, the gameplay is hardly original. The graphics are looking a bit ropy at the moment, but with *Quake II* its only competition, it has the potential to be a hit.





## ARMY MEN 3D

**Publisher:** Sony | **Developer:** 3DO | **Release date:** February | **Origin:** US | **Style:** Strategy | **Players:** Two



Green plastic army men were nearly as popular as Matchbox cars in my kindergarten sandpit. Unfortunately, the *Army Men* PC games have hinted that their reign of terror may be well and truly over. But PlayStation *Army Men* is actually a pleasant surprise.

For the initiated, the *Army Men* range has been dragging its bleeding corpse along on the PC for a while now in a series of sub-standard strategy games but, despite sharing a blighted name, the PlayStation debut is a far more sentient prospect.

Action centres around a war between the plastic toy soldiers you'll remember melting down with a magnifying glass or attaching to fireworks in the backyard when you were a kid. You play Sarge, a skilled, ranking commando, and you have a variety of controls at your disposal. You can crawl, do sideways rolls, drive Jeeps and tanks, and fire mortars and flame-throwers. Unfortunately, it can be confusing finding the right control in the heat of battle.

*Metal Gear Solid*-style sneaking

features regularly and good use of surprise usually leads to victory. There's also two-player head-to-head action.

The main obstacle is the occasional graphical error that enables a foe's shot to pass through a covering barrier. Given the plot, you may also ask why you're fighting in realistic-scenery battlefields rather than on *Micro Machine*-esque tabletops. Sarge?

The idea could put us in gaming heaven, but the flawed execution of *Army Men 3D* probably will prevent it from fulfilling the potential. **KG**

## RUGRATS STUDIO TOUR

**Publisher:** GT | **Developer:** THQ | **Release date:** March | **Origin:** US | **Style:** Hiddle mini games | **Players:** Four



Kids won't want to miss this baby. *Rugrats* is a classy kid's release, and is in fact, many games in one.

While enjoying a tour in the Gigantamogous Movie Studio, the little rats accidentally lose lil' baby Dil. So you have to control Tommy, Chuckie, Phil, Lil and Angelica as they search the movie sets for Tommy's little brother. In their quest for Dil, the ankle-biters appear in fully 3D spoofs of popular movies, such as "Diapers of Thunder" and "Lazy Saddles".

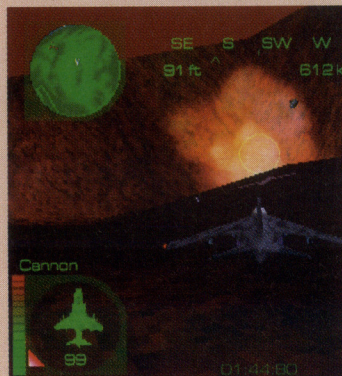
In addition to the usual collect 'em up 3D-platforming action, there is an excellent kart racing game, which can be enjoyed in multiplayer, and features power-ups like turbo cookies and soiled nappies to hurl at your opponents. You can also play mini golf, which again is so entertaining that parents will be grabbing the joypad from their kids to get a turn. Other activities include foot races, a game of tag, treasure hunting, rounding up animals in the wild west and a rollicking mine kart ride. There's heaps of variety and young

players are taught all the controls in helpful training modes before tackling the main events.

Graphics throughout are bright, colourful and polished, and the pint-sized characters have got a joke for every situation. Apart from a slightly annoying and lazy camera that too often obscures enemies and doesn't follow behind the main character, *Rugrats Studio Tour* is an accomplished platformer with lots of bonus games and heaps of appeal. Ankle-biters will adore it. **JH**

## EAGLE ONE: HARRIER ATTACK

**Publisher:** Ozisoft/Infogrames | **Developer:** Glass Ghost | **Release date:** March | **Origin:** UK | **Style:** Combat flight sim | **Players:** Two



A terrorist group called The Army of the New Millennium has taken over the Hawaiian Islands by detonating an electromagnetic pulse device in the air over the islands, which play havoc with computers and communication signals. It's your mission to strap up and head into air battle to sort things out aboard a rather well equipped Harrier Attack plane, Eagle One.

The gameplay is a mix of action and strategy, with 25 missions spread across the five Hawaiian Islands. You'll need to reclaim the islands one by one (five

missions per island), with missions ranging from taking out jeep convoys and a fleet of nuclear subs to destroying terrorists infected with man-made diseases who are spreading their misery. The better you play, the more advanced your weapons become. You'll have the usual rockets, canons, air-to-air missiles, air-to-ground missiles, and some nasty laser-guided bombs. Over the course of the game, in addition to the harrier jumpjet, you'll fly an F16 Falcon, an A10 Warthog, a top secret Raven Stealth Jet (if you're lucky), and a rescue helicopter.

There's the full mission-based single player mode, plus a two-player split-screen option featuring head-to-head dogfighting, or cooperative play for team-based air battles. There's also a training mode that introduces the basic controls and harrier procedures. An interesting feature is the instant replay where you can hit Pause and re-live the last 10 seconds of action.

While *Eagle One* appears to offer all the right features for an air combat sim, at this stage it's still lacking that addictive edge and overall polish needed to reign supreme in the gaming sky's above. **MW**

## N.GEN

**Publisher:** Ozisoft/Infogrames | **Developer:** Curly Monsters | **Release date:** March | **Origin:** UK | **Style:** Jet racing | **Players:** Two



Airborne racing games – they've never been very good... So when *PSM* heard that a new development team going by the name of Curly Monsters intended to transform air play, we naturally had our doubts. But that was before *PSM* recalled they're the men responsible for *Wipeout* and *Wipeout 2097*.

Playing *N.Gen* for the first time is certainly quite unlike any other racing game experience. In addition to all the traditional controls, you have to cope with the concept of altitude, which directly affects the speeds your jet can

reach. The courses cover areas of around 150 square kilometres and give you the freedom of the skies to take shortcuts and alternative routes.

The courses are specified by two parallel sets of lit beacons that strobe away from the player showing the direction of travel. You can fly outside these for up to three seconds, which does allow for shortcuts, but after the three seconds are up the Autopilot guides you back to the circuit at half speed. Using this feature you can take some pretty big shortcuts if you know where to go.

The intention is to inject *N.Gen* with as much depth as the seminal *Gran Turismo*. There are numerous upgrades available if you've got the cash and even a number of weapons primarily used to slow the opposition down.

There are 38 aircraft to choose from, and there may be even more by the time the game is released. Split-screen mode will be in place, and there will also be a dogfight option.

*N.Gen* shows every sign of bringing something new to the racing genre – a rare occurrence. **JC**



# PLAYTEST

This month *PSM* hits the racetrack in *Gran Turismo 2*, the sky in *Ace Combat 3: Electrosphere*, the basketball court in *NBA Live 2000* and *Fox Sports: NBA Basketball 2000*, plus we join the *Toy Story* characters in their second adventure, visit *Chef's Luv Shack* and much more.

## PSM ratings

**10** For games that are near-perfect. A must-buy.

**9** Highly recommended, this is a great game to play.

**8** Very good. Well worth considering as a title.

**7** Not bad, but minor flaws mean we have doubts.

**6** Fairly average. Not really worth purchasing.

**5** The wrong side of average. We'd avoid it.

**4** Looking pretty dodgy. Major problems here.

**3** Very poor. Something has gone badly wrong.

**2** Rubbish. An inept, short-lived game. Just crap.

**1** Take CD from sleeve and use as coffee coaster.

## REVIEWED

<i>Ace Combat 3: Electrosphere</i>	58
<i>Action Man: Mission Xtreme</i>	76
<i>Amerzone: The Explorer's Legacy</i>	77
<i>Arcade Party Pack</i>	76
<i>Cyber Tiger</i>	76
<i>Discworld Noir</i>	64
<i>Demolition Racer</i>	66
<i>Fox Sports: NBA Basketball 2000</i>	73
<i>Gran Turismo 2</i>	54

<i>Grandia</i>	69
<i>Jet Rider 3</i>	71
<i>Killer Loop</i>	77
<i>Millennium Soldier: Expendable</i>	74
<i>NBA Live 2000</i>	72
<i>NFL Blitz 2000</i>	75
<i>NHL Faceoff 2000</i>	76
<i>Ronin Blade</i>	67
<i>South Park: Chef's Luv Shack</i>	68
<i>Space Debris</i>	70
<i>Thrasher Skate &amp; Destroy</i>	62
<i>Toy Story 2</i>	60

Throwing a spanner in the works... The *PSM* 'pit' crew get the Lancer ready for a gruelling race in *Gran Turismo 2*.

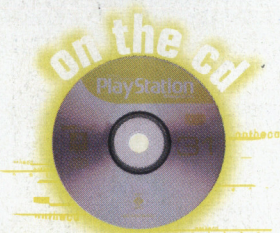






# Gran Turismo 2

Publisher: Sony  
Developer: Polyphony  
Release date: February  
Origin: Japan  
Style: Racing simulation  
Price: \$79.95 (NZ\$89.95)



Here it is! *PSM* proudly presents the first Australian review of the world's greatest racing simulation. *Gran Turismo 2* will leave you spun out.

**W**ow. The greatest driving simulation ever just took another quantum leap. Ever since it was announced, we expected *Gran Turismo 2* to be incredible, but it should exceed the expectations of even the most demanding fan and car nut.

*Gran Turismo 2* is deeper than the Atlantic Ocean. Its brilliance lies under the bonnet of each and every car, as well as in its accurate details and specs of every vehicle, its almost endless series of licence tests and racing challenges, and in the fabulously designed circuits.

The game is such a colossus that if it wasn't for the arcade disc that you can pop in for instant thrills and spills, it would

difficulty levels, dirt or street races, time trials and a split-screen two-player mode. And a welcome feature is that you can drive your saved cars from the GT mode in all of the arcade races.

But it's the GT disc that's the real meat and three veg of the game. And what a meal it is: you'll certainly need a bumper appetite! Like the original, you earn money for new cars and parts by winning races. For the majority of these events, you must have acquired an appropriate racing licence by completing a series of increasingly difficult driving tasks. Not only are these tasks fun and challenging, but they also serve to teach you the necessary skills to be an accomplished driver. There are now six licences, but thankfully Polyphony has included an option for transferring

**"Ever since it was announced, we expected *Gran Turismo 2* to be incredible, but it should exceed the expectations of even the most demanding fan and car nut"**

probably be too daunting for many players. There's 594 fully customisable and incredibly realistic cars, 28 tracks, and rally driving that is every bit as good as *Colin McRae*. There are so many races to compete in you'll be astonished by the variety and bemused at where to start.

Sunday drivers will enjoy *Gran Turismo 2* a lot more than its challenging predecessor, which had a very steep learning curve. The arcade disc lets amateur players experience a wide range of vehicles and tracks without spinning out on every second corner. There are three different classes of cars to choose from, three

completed A and B licences from the first game to get experienced drivers started quickly. There are also very welcome demonstrations on how to complete the licence test challenges.

Above all else, it's the mind-numbingly huge variety of cars that sets *Gran Turismo 2* apart from every driving game in history. With a virtual showroom of 594 cars from dozens of the world's finest car manufacturers, a car fanatic could never be bored. There's Japanese wizards like Toyota, Mazda, Honda and Subaru, American giants like Ford, Dodge and Chevrolet, and Europe's finest including Audi, BMW, Lotus, Mercedes-Benz and ▶

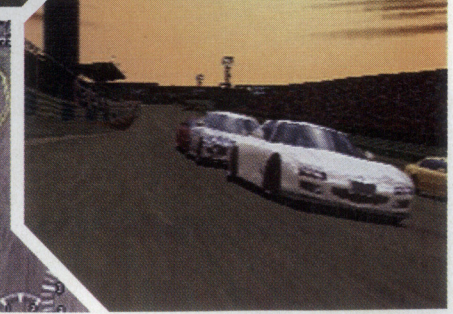
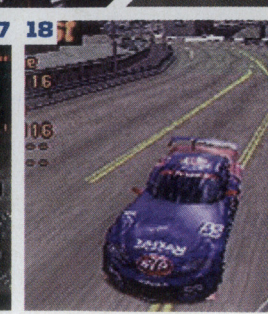
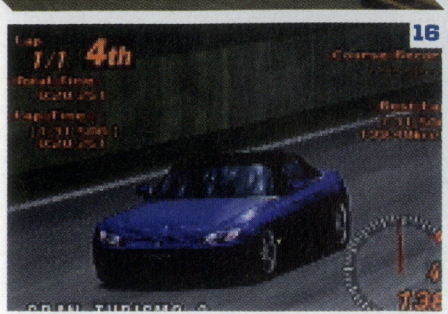
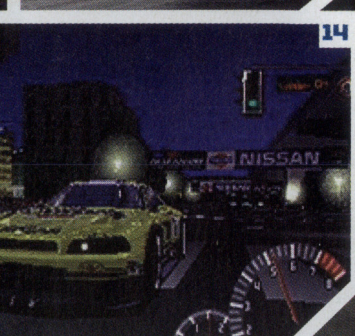
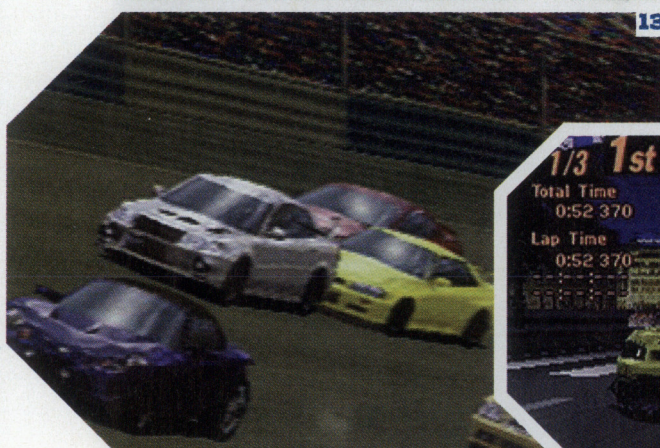
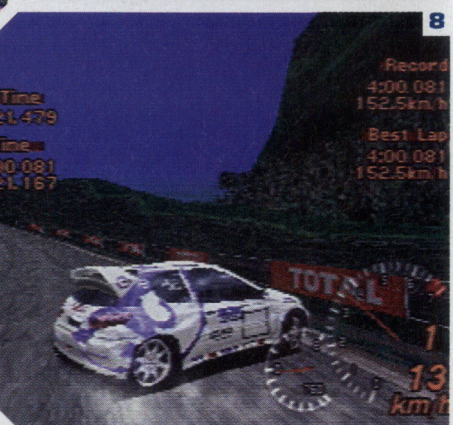


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shocksteering  
wheel

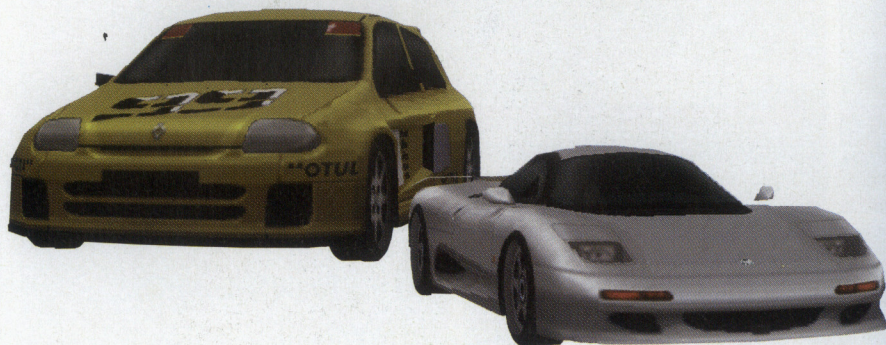
analog

memory  
cardnumber  
of players

- 1 GT2. We must say it's really good.
- 2 The replays are superb.
- 3 It sure beats driving a Commodore.
- 4 Races are always tight.
- 5 Computer-controlled opponents aren't too shy to push you into a wall.
- 6 Dusk and night driving is spectacular.
- 7 Laguna Seca will become a favourite.
- 8 A Corolla heading for big trouble.
- 9 First and alone - a rare sight.
- 10 Burn rubber, baby, burn.
- 11 Hooning through the streets.
- 12 There're plenty of luxury vehicles, but even pushing an ordinary road car to its limits is exciting.
- 13 Subaru WRX - you must own one.
- 14 Perfecting your racing line.
- 15 The gorgeous introduction sequence.







► Volkswagen. Experimenting with so many different cars is challenging, extremely enjoyable and hugely rewarding, and you'll soon discover your favourite models and experience the rush of driving vehicles that cost more than New Zealand's GDP.

*Gran Turismo 2* is a tinkerer's delight. All the cars can be modified, and like real life you can spend hundreds of thousands of dollars on your dream machine. Upgrades include mufflers, turbos, engine enhancements, brakes, suspension kits, and racing modifications to maximise your performance. Or you can simply whack on a set of dirt tyres and see how a '70s American muscle car handles on

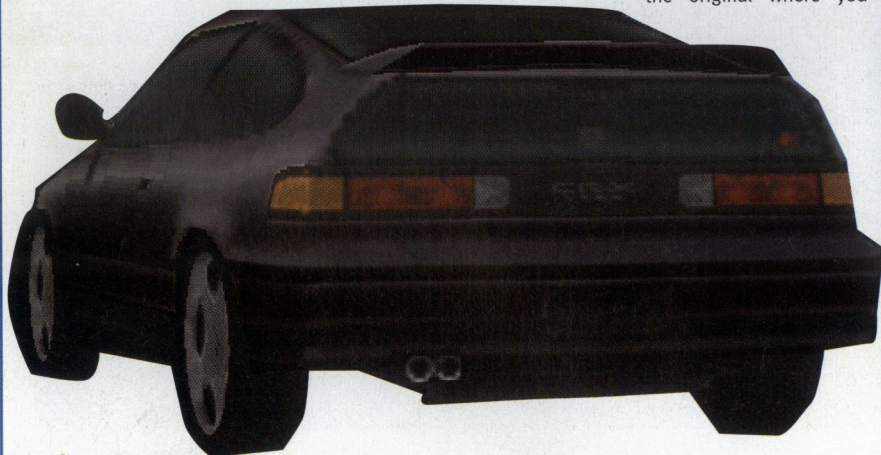
**"Experimenting with so many different cars is challenging, extremely enjoyable and hugely rewarding..."**

a rally course. (Not good, but it's bloody fun to try.)

Once again, the handling and physics of the cars are superlative and almost impossible to fault. Every car's individual handling characteristics are distinguishable, and tinkering under the bonnet achieves noticeable results. The realism ensures massive replay value – there are literally millions of different car combinations with the wide variety of parts available.

The 28 tracks include six dirt tracks for rally driving and some of the best circuits from the original game returning for an encore. You'll be careering through the streets of Rome and Seattle, taking on the hair-raising Mount Panorama-like hill at Laguna Seca, fanging through forests, racing over the mountains of Grindelwald, hurtling through the Indianapolis-style Super Speedway... And loving it!

Like the cars, there are too many competition events to mention. You can almost drive against any type of car on any type of track over any distance. There are special events for earning quick and (reasonably easy) cash early in your driving career, dirt events, endurance races and the Gran Turismo League. There are also the much-welcomed owner's league events, where you race against five computer-controlled cars of only one type of vehicle. And unlike the original where you



## THE MANUFACTURERS

Alfa Romeo

Mine's

Aston Martin

Mini

Audi



Mitsubishi

BMW

Mugen

Chevrolet

Nismo

Nissan



Opel

Peugeot

Chrysler



Citroen

Daihatsu

Plymouth

Dodge

Fiat

Renault

Ford

RUF

Shelby



HKS

Spoon

Honda

Subaru

Jaguar

Suzuki



Tommy Kaira

Lancia

Tom's

Lister

Toyota

Lotus

TRD

Mazda

TVR

Mercedes-Benz

Vauxhall



Mercury

Vector

MG

Venturi

Volkswagen



simply buy the most powerful beast and then cane everyone, you have to think about what car to buy and tune it for specific races because of the power restrictions and masses of events. It's a richer and more complex simulation in which you must master a wide variety of vehicles.

The game's visuals haven't changed much except for improved car detail, which means it still looks awesome. But it's actually the sound in this year's model that's even more amazing. Polyphony stuck a microphone up the exhaust pipes of 600 cars, resulting in each and every car in the game having unique engine noise. It can only be truly appreciated when you're driving with a pack of other cars and you can pick out and identify your opponents. The soundtrack, featuring artists like The Cardigans, Fatboy Slim and the Propellerheads, is excellent and also adds to the atmosphere.

The only possible annoyances in what is otherwise a faultless

**"You have to think about what car to buy and then tune it for specific races... It's a richer simulation"**

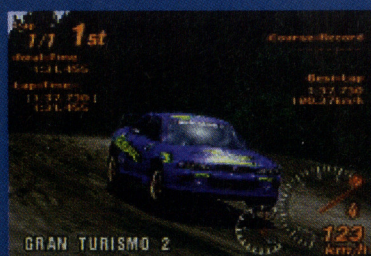
product is the clumsy menu system and the fact that race records are not recorded. This is very disappointing for those who love the challenge of beating their own times, but you'll just have to scribble them down instead. We're also a little bemused that races aren't properly restricted. You can't exceed the horsepower limit in a race, but you can otherwise drive any car you like, for example, pitting a '99 model turbo-powered super car against '70s behemoths.

*Gran Turismo 2* is an outstanding sequel and will keep coaxing you back months after you first bought it. In fact, it's a title that you'll enjoy more the longer you play. This is the best racing game on any videogame system ever. It's an essential purchase, so race off to your local games store now.

Jason Hill



## RALLY GRAND



The new rally mode is possibly *GT2*'s most significant addition. Like real rally driving, you compete against the clock rather than against a pack of cars, but your opponent is shown as a ghost car in the races. The sense of driving a car on dirt or gravel roads is beautifully realised. The cars bounce up and down on the uneven surfaces, with brilliant use of Dual Shock vibration, and those gravelly sound effects are perfect. Handling is completely different and new skills must be learned to master

the tricky courses. The cars are constantly sliding sideways - it's like trying to guide a speeding shopping trolley with dodgy wheels through a crowded carpark. You can take any beast onto the rally courses providing you've got the right tyres, but very obviously you'll have more chance of victory in a Ford Focus or Subaru WRX than a Dodge Charger or VW Beetle. The rally tracks provide plenty of hills and sharp twists and turns, plus jumps and ledges to get big air. Fantastic.

### ALTERNATIVELY

*Gran Turismo* 10/10 PSM 22

Colin McRae Rally

9/10 PSM 25

Roadsters 5/10 PSM 30

### VERDICT

**10**

GRAPHICS  
GAMEPLAY  
LIFESPAN

**9** Not a huge advance on *GT*, but still incredibly realistic.

**10** We love our racing games, and this is the best ever.

**10** Amazing depth. You'll never put it away.

The PlayStation pushed to absolute limits. Incredible quality and value for money, *Gran Turismo 2* is racing perfection and won't be bettered until *GT2000*.



# Ace Combat 3: Electrosphere



Flying lessons and pilot licences have always been out of reach of the average person... Until now that is. Hop into any one of these babies for next to the real thing.

Publisher: **Sony**

Developer: **Namco**

Release date: **Out now**

Origin: **Japan**

Style: **Combat/flight sim**

Price: **\$89.95 (NZ\$79.95)**



For those unfamiliar with the series, *Ace Combat* is one of the very few 3D arcade flight sims available for the PlayStation. While it's not about to challenge some of the front runners of its kind made for PCs, Namco was clever to combine just the right blend of mission-based arcade action with a variety of realistic flight control physics. The first in the series was one of the earliest titles on offer for the console and won praise for its excellent 3D graphics, while the second came ahead in leaps and bounds to the tune of more missions, aircraft and weapons, along with improved AI. This third instalment has again added to the series with enhancements in all these key areas.

If you're the type that rips the plastic off a brand new game, drops the disc straight in to your machine, and throws the manual to one side, you'll be missing the full picture, as the gameplay offers minimal background on the premise of the game. Some might say, "That's fine by me... Just show me the way to the hanger," and to be honest

which then makes them available for further missions. A total of 21 aircraft sporting some 14 different weapons are up for the taking, including some well known models such as F16 Falcons, F15 Eagles, FA18 Hornets, Mig-33's, plus a whole host of futuristic designs. Weapons available will depend on which aircraft is being used during a mission and include vulcans, heavy machineguns, short-range missiles, air to ground missiles, MIRVs and Pulse Lasers.

On the completion of each mission, a fully interactive instant reply is available, and then it's off to a debriefing to see how well the mission went. This session includes the duration of the mission, information on successful hits, the name of each target, a mini map showing your actual flight path, and a performance rating. And if you're lucky, a new aircraft is awarded before setting off on the next mission.

The variety of missions is exceptional and should put most budding pilots to the ultimate test. Everything from ground, sea and air targets are included in missions, ranging from destroying military buildings and bridges to dogfighting with a sky full of enemy aircraft and sinking

**"The variety of missions is exceptional and should put most budding pilots to the ultimate test"**



there's every bit as much fun to be had doing just that. But for those who still enjoy the aim of the game, the story is set not too far into the new millennium, which has seen the Government system collapse under corporate monopoly, and the rise of two enterprises that control the balance of power. Due to growing tensions between the two, the Universal Peace Enforcement Organisation, which you are a part of, must try to subdue the conflict between them. This is done by performing a wide variety of missions, which sees you aiding one of these sides depending on the circumstances.

The difficulty options present three levels, the major difference being the abuse your aircraft can handle when being fired upon or slammed into solid objects, such as the ground! Apart from that, each of the 36 missions are the same in easy, normal and hard modes.

Missions all start out with a briefing, indicating both a primary and secondary objective. Most primary targets need to be accomplished within a certain time limit, while secondary goals have an open time limit. The choice of aircraft is the next important decision, and while the first few missions use the default fighter EF-2000E Typhoon II, more models are unlocked on the completion of certain missions,

a fleet of ships and submarines. Each mission requires the careful pre-selection of aircraft and weapons to do the job successfully.

Helping showcase the game's near perfect graphics engine is a new feature called 'Real-time Perspective Control', which allows real-time panning of the player's visual point-of-view outside the aircraft and inside the cockpit. This offers players full 360-degree viewing control with the right analog stick while still controlling the aircraft with the left stick, enabling the player to keep track of fired weapons to ensure they hit their target.

Naturally the most important information is available on the H.U.D. (head up display) inside the cockpit, which offers details on the aircraft's altitude, speed, damage meter, missile count, compass, mission duration, radar and updated mission briefings.

The audio side of the game is a mix of satisfying sound effects but less than average music and voiceovers, and most gamers will adjust the levels in the options area to suit.

*Ace Combat 3* shines with its successful combination of intense arcade-style action and realistic flight sim controls. The gameplay enhancements are sure to satisfy existing fans of the series while stirring the appetites of a new generation of gamers.

**Mike Wilcox**



## ALTERNATIVELY

Colony Wars: Vengeance  
9/10 PSM 17  
G-Police: Weapons of Justice  
8/10 PSM 26  
Wing Over 2 4/10 PSM 23

## VERDICT

**8**

GRAPHICS  
GAMEPLAY  
LIFESPAN

**10** Possibly the best you will see for a game of this type.  
**8** There's nothing around as authentic or fun to play.  
**7** Lacks a multiplayer option, but the missions are exhaustive.

The most fun you will have in the air without your feet leaving the ground. Another Namco title destined to be a classic.

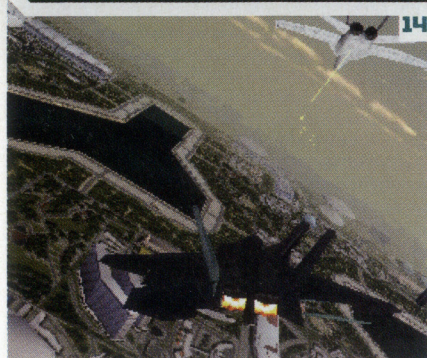
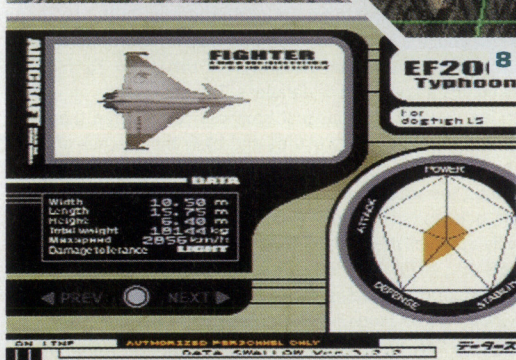
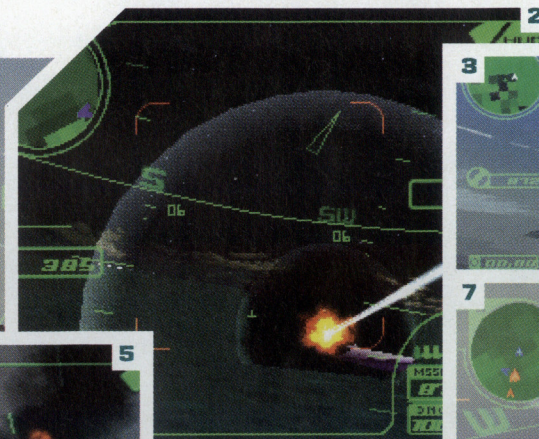


dual  
shock

analog

memory  
card1  
number  
of players

- 1 Fast-paced dogfighting.
- 2-4 Polished Namco fare.
- 5 The art of war.
- 6-7 The controls are sometimes over-complex.
- 8 The level of detail is impressive.
- 9 Players are chased through canyons...
- 10 ...and loop the loop over detailed cityscapes.
- 11-12 Precision targeting is imperative for success.
- 13 Missions often produce an exhilarating experience.
- 14-16 Intricate detail is mixed with dizzying speed.







# Toy Story 2



Publisher: **Activision**

Developer: **Traveller's Tale**

Release date: **Out now**

Origin: **US**

Style: **3D platform adventure**

Price: **\$89.95 (NZ\$99.95)**

Remember "to infinity, and beyond!" from the first time round? Then you're probably too old to be part of *Toy Story 2*'s target audience — but that doesn't mean you won't enjoy it.

**L**ike Pixar's masterpiece of computer-generated cinema, there's plenty in *Toy Story 2* that'll appeal to those who still think *Star Wars* starred Indiana Jones and not that bloke in *Trainspotting*.

Only a year or so back the term '3D platformer' was hardly fit to sit in The Big Videogames Dictionary alongside entries like 'racing simulation' and 'beat 'em up'. These so-called '3D' games weren't really anything of the sort as they failed to deliver the freedom to look and move wherever you liked. What *Toy Story 2* shows, post-*Ape Escape* and *Spyro*, is just how far this kind of platform game has come. Taking control of suburban spaceman Buzz Lightyear, you enter a seamless 3D world that stretches out in every direction. Chairs can be climbed, car bonnets can be bounced on, and you can deathslide down washing lines and zap hovering robots in your mission to rescue your new best pal, Woody.

It's the ease of getting about that really strikes you. There are very few of those 'I should be able to do that!' moments of seething frustration. Leap at a pole and you hang on, jump near enough a beam and you swing round it like some demented gymnast. But don't let that fool you into thinking that the game itself is easy. Getting from A to B is one thing, but finding out what to do and how to do it when you get there is another. Like all good platformers you're forced to explore before you can collect useful items, and solve puzzles and defeat bosses before you get to visit the next level. While clues are passed on by the *Toy Story* cast (like Hamm The Pig or Bo Peep) the game holds your hand much less than you might expect. You'll exhaust yourself trying to out-race a toy car without bothering to ask and then discover that you'll never win without your jet boots that must be earned on another level.

There's no getting away from the fact that many of *Toy Story 2*'s levels don't feel that big. If you've just been flying in *Spyro 2* or catapulting stones at dinosaurs in *Ape Escape*, a spot of claustrophobia might set in. Yet compact as they are, there's plenty to do in each stage. Reach the construction yard and you will be asked to round up five little tykes, solve a paint-mixing puzzle, collect 50 coins, find five wrenches, and defeat the jackhammer boss at the top of a tower of girders. Unlike old-style 3D platformers, this is a game that is in no way vertically challenged. Leap your way past red-hot rivets to the top of the scaffolding or shin up a

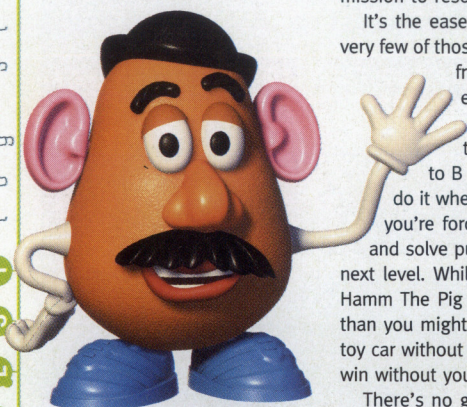
tree and you'll be greeted by a world-class view of the level laid out below you. It's a vista marred by no fogging and precious little fading at the edges that doesn't feel the need to hide its shortcomings under a veil of darkness. The first-person view used to aim Buzz's laser confirms just how well constructed the levels are as you shoot down toy planes and blow the catches off cribs with a single burst of your light beam.

Perhaps the most surprising thing about *Toy Story 2* is how easy it is to forget that it's a film license. Games of films are normally accomplished con men who tempt you in with cinematic snippets and artfully rendered characters only to cheat you of a decent wedge of gameplay. Last year's *A Bug's Life* is a case in point. Happily *Toy Story 2* is no such Sindy in Barbie's clothing — it's a game that just happens to come with film clips, not 40 minutes of the movie with, oh, a few game parts thrown in. Cleverly, apart from framing the action, the movie sequences are used as rewards for collecting additional tokens on each level.

What is disappointing about *Toy Story 2* is its desire to play things just a little too safe. *Ape Escape* and *Spyro 2* manage to be totally kid-friendly while still introducing some genuinely original elements to the platform genre. *Toy Story 2* can make no such claims — at times it feels like platforming by numbers as you run around collecting coins or fiddle about trying to line yourself up for a particularly tricky jump from a see-saw balanced half-way up a tree. Well thought out though it is, there's a certain predictability to the gameplay that leaves room for cynical types to whine on about movie/toy cash-ins. Which is a shame when an injection of originality at the planning stage could have made *Toy Story 2* not just a good film license but an altogether excellent 3D platformer.

It would be nice to think that *Toy Story 2* marks some kind of turning point in the career of the film licensed game. It hints that those tinseltown players are finally sick of peddling baby mash and have decided to serve up real movie-related entertainment instead. Time for nipper minders to pop their corks in celebration then? Maybe not. *Toy Story 2* is, unfortunately, the kind of exception that goes to prove the rule. A title aimed at kids that doesn't insult adults? A movie tie-in that's a worthwhile game in its own right? We hear the flutter of pigs' wings coming from the direction of that big blue moon. Enjoy it while you can.

**Pete Wilton**



## ALTERNATIVELY

<i>Spyro 2</i>	9/10 PSM 28
<i>Ape Escape</i>	9/10 PSM 24
<i>40 Winks</i>	8/10 PSM 24

## VERDICT

# 8

**GRAPHICS**  
**GAMEPLAY**  
**LIFESPAN**

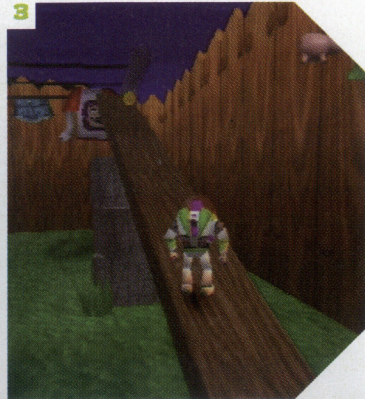
- 8** Shine like freshly moulded plastic.
- 8** Clever but not original.
- 7** Won't last you until *Toy Story 3*.

Graphically strong and packed with great characters. Not as long lasting as *Spyro 2* but has enough challenges to keep even the *Ape Escape* monkeys fully occupied.





analog

dual  
shockmemory  
cardnumber  
of players

**1** You want pyrotechnics? You got 'em.  
**2** Buzz may only be a toy but his space ranger laser gun works just fine.

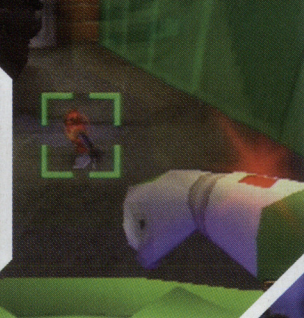
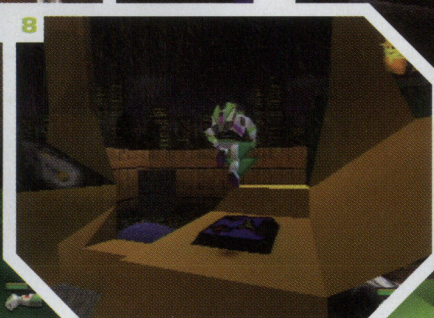
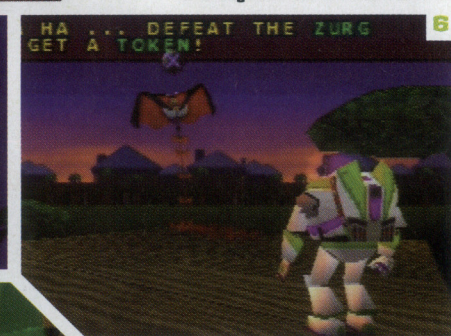
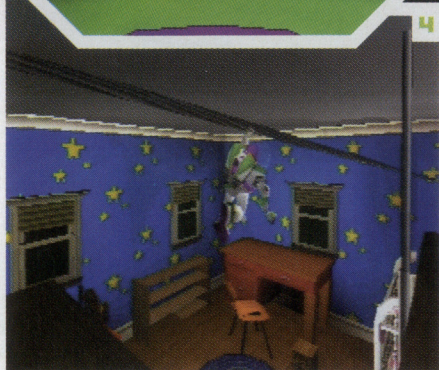
**3-4** You can run, jump, climb, push objects, slide down wires and lines, and swing off beams.

**5-8** You'll find many of the bosses right at the top of the level, while others have a stage all to themselves.

**7** Buzz can collect laser power-ups to make his beam even more powerful.

**8-9** While the levels aren't huge, there's plenty to do.

**10-11** This film footage shows Buzz infiltrating an alien spaceship, a reward for collecting extra tokens on level two.



## HOW TO... RIDE A DUCK



Consult with your reptilian chum and he'll tell you that there's a planet token hovering over the pool.



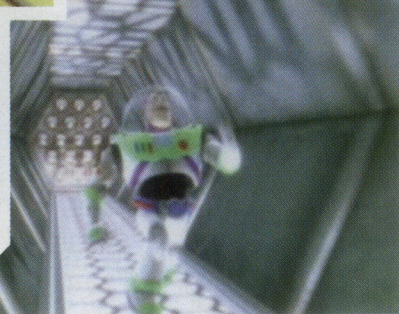
Having located the swimming pool and accompanying deflated duck, it's your job to start blowing it up. Jump on the pump!



To get extra air from the pump, use the slam move (press **○**); as you fall on to it, it pushes down even harder.



Once it's inflated, you'll need to slam on the duck's back to make it bob so you can leap up for the token.





# Thrasher Skate & Destroy

Anyone who found *Tony Hawk's Skateboarding* to be pure arcade fantasy will love *Thrasher Skate & Destroy* – it's sick, man.

Publisher: **Jack Of All Games**

Developer: **Z-Axis**

Release date: **Out now**

Origin: **US**

Style: **Skateboarding sim**

Price: **\$89.95 (NZ\$99.95)**

You can't talk about a skate game without referring to *Tony Hawk's Skateboarding* – the best skating game on PlayStation so far. This unashamed arcade game made the impossible possible, the ollie obtainable and the rocket reachable – much to our delight. But maybe there's more. Maybe there's a different, better approach. Maybe that game is *Thrasher Skate & Destroy*.

The gameplay in *Thrasher* is pretty standard – take a skater through each of the levels, scoring points for a trick within a certain amount of time. To complete a level you have to escape from a cop giving chase. Progress through the levels, earn sponsorship deals and become the best skater in history – or something like that. If you want a bit of originality try the two-player mode where skaters battle it out – not for the best stunts, but for the best and most damaging accident. Hilarious. But the real test is what the skating feels like.

This game was made by skaters for skaters. The developers have ignored the easy option of arcade-style gameplay and gone for a simulation approach. This means it takes a lot of practice to get your skater to perform any stunts.

Anyone expecting to pull off a 180 kickflip misty to stalefish straight away by randomly pressing the buttons will come away sadly rejected. But *Thrasher* will reward your efforts. Spend any amount of time with it and you'll soon be pulling off wall grinds, variials and stalefishes with ease. And you actually get a feeling of satisfaction from pulling off a trick rather than just bashing the buttons and performing outrageous moves. The icing on the cake is the classic '80s soundtrack. We're not talking Flock Of Seagulls, but music from the street (man). Cuts from Public Enemy, The Sugarhill Gang and Grandmaster Flash give *Thrasher* a unique old-skool atmosphere.

While *Thrasher* is an excellent attempt at a skate sim, it does fall short of perfection. The controls can be a little twitchy and the awkward camera angles can make landing tricks difficult. However, *Thrasher* is exactly what a skating game should be – a test of manual dexterity and, most importantly, incredibly cool to play. It will take a fair amount of work from you to get anything out of it, but the rewards are definitely worth it.

Nick Jones



## ALTERNATIVELY

<i>Tony Hawk's Skateboarding</i>	9/10 PSM 27
<i>Cool Boarders 3</i>	8/10 PSM 17
<i>Street Skater</i>	8/10 PSM 22

## VERDICT

8

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 7 A good lo-fi skatey feel to it.
- 8 Tough to begin with, but ultimately rewarding.
- 8 Lots of tricks to learn and courses to skate.

An excellent game, but not quite up to the standard of *Tony Hawk's Skateboarding*. If you concentrate and practice hard, you'll soon become adept at all those wall grinds and variials.





dual shock



analog

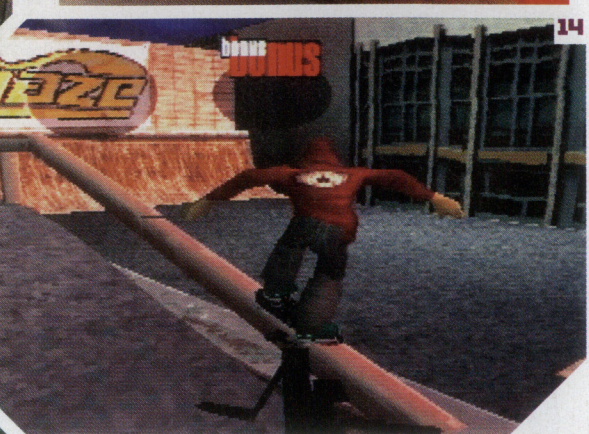
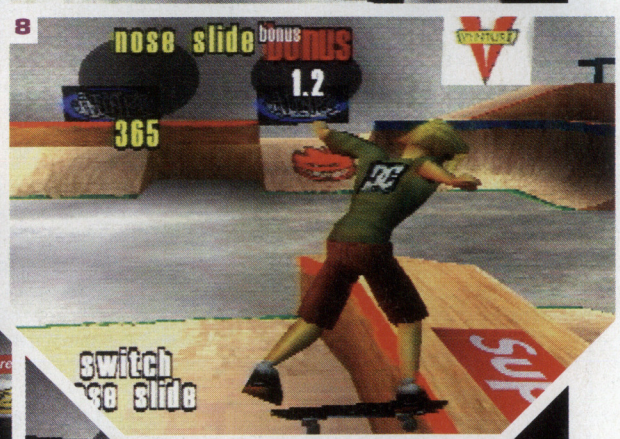
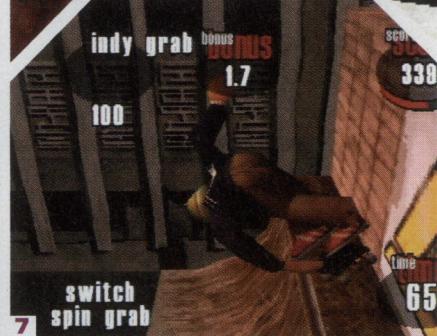
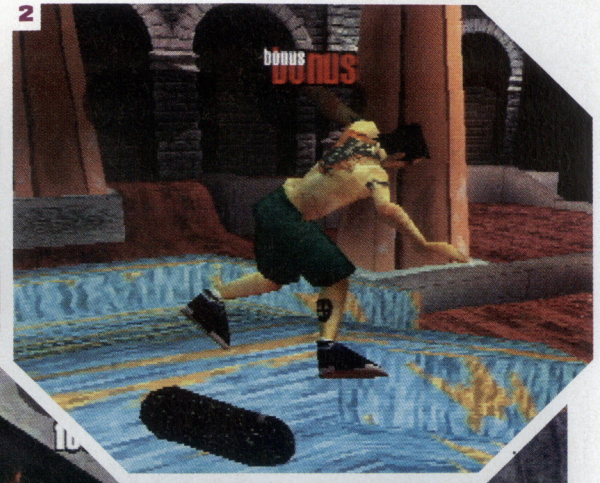


memory card



number of players

- 19** More difficult moves such as the wall ride and the method have to be learned by moving through the game until your character is competent enough to pull them off.
- 48** Even if you find a high-scoring area, it's important to move around the level or you'll be marked down.
- 78** Trick-for-trick, *Thrasher* is very impressive. Big gaps are easy to find, but hard to land...
- 101** Intuitive controls allow for technical flippity board tricks.
- 128** An array of board slides mean excellent grinds.
- 14** This is where you risk future parenthood!





# Discworld Noir

Murder, mystery and magic – an adventure that is 'Terry' funny. Oh, our sides...

Publisher: **BT Interactive**  
Developer: **Perfect Entertainment**  
Release date: **Out now**  
Origin: **UH**  
Style: **Point and shoot adventure**  
Price: **\$78.95 (NZ\$99.95)**

Hisself a committed gamer, it's little wonder that Terry Pratchett's *Discworld* novels have found themselves in game form. With two such adventures already in the can, the third game in this non-trilogy adopts a markedly different approach. As the title suggests, *Discworld Noir* takes its cue from film noir and the gumshoe detective novels of Raymond Chandler. It just happens to be set in Discworld, and more specifically, the sprawling city of Ankh-Morpork.

Though the intro sequence finds the lead character, private investigator Lewton, murdered by an unseen hand, we swiftly flashback to the game proper and the beginning of the events which lead to his untimely demise. Lewton is visited by the

"The dialogue is suitably authentic and funny in that slightly irritating I-know-it's-funny way that Pratchett writes"

ubiquitous femme fatale who has a case for him. Her friend, Mundy, is missing. Naturally, you accept the job (if you don't you're down \$80) and descend into the underworld of Ankh-Morpork, where you mingle with the inevitable unsavouries, many of whom turn out to be familiar faces from the *Discworld* books.

Though Pratchett's involvement in the game was peripheral, his touch is everywhere. The dialogue is suitably authentic and funny in that slightly irritating I-know-it's-funny way that Pratchett writes. However, this being a *Discworld* game, the environment is richly developed and populated by a bizarre mix of fantasy characters (voiced by assorted *Young Ones* and *Red Dwarf* cast members). Also, being an adventure, the game is dialogue-based and the only way to uncover its secrets is to grill every character you meet.

Naturally, *Discworld* acolytes will relish the chance to romp around in this digital expansion of Pratchett's universe. Non-fanatics though, will be frustrated by the continual dead-ends, obscure objectives and murky graphics. Admittedly, that's probably the whole idea behind the noir genre, but still...

Paul Rose



## ALTERNATIVELY

*Discworld 2* 7/10 PSM 7  
*Broken Sword 2* 7/10 PSM 6  
*The X-Files* 6/10 PSM 26

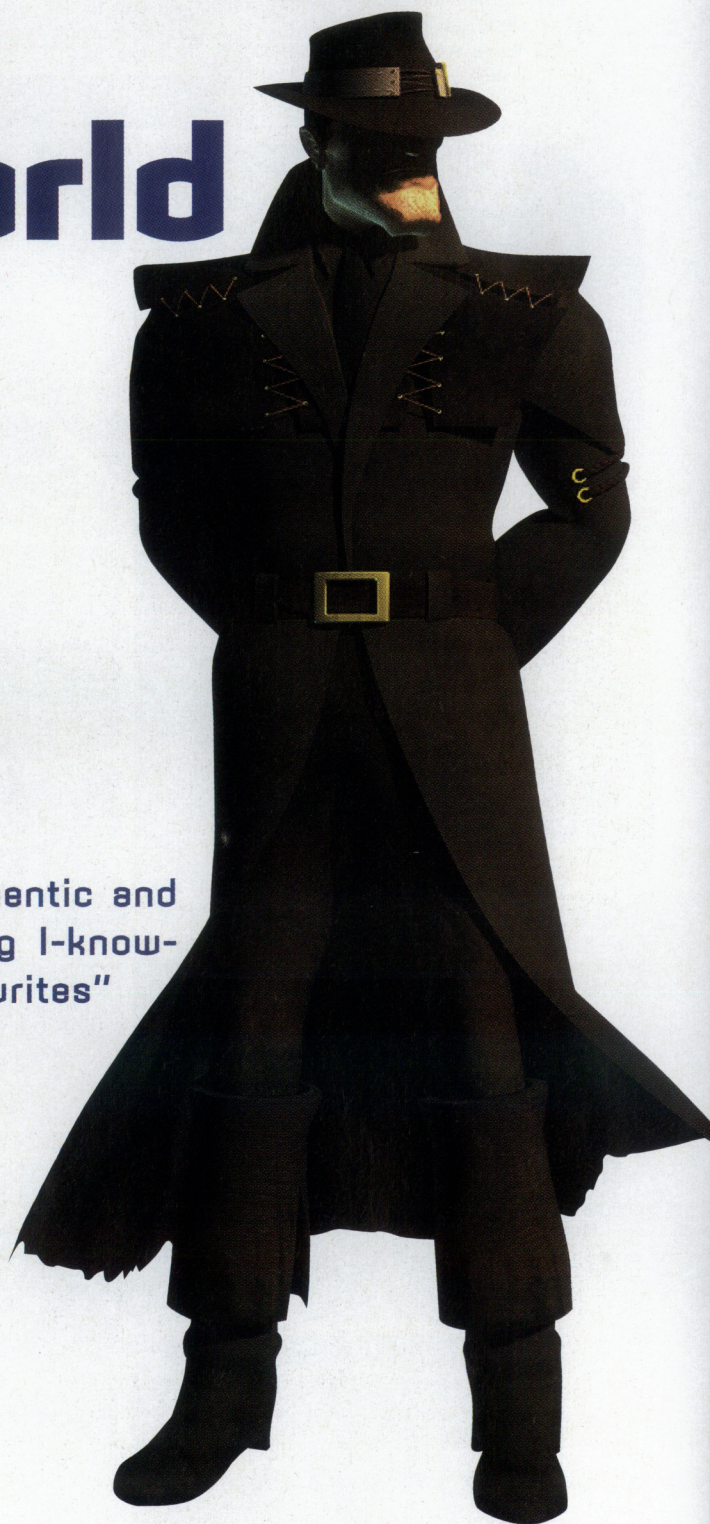
## VERDICT

8

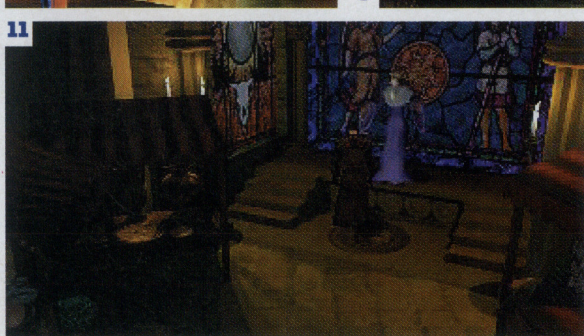
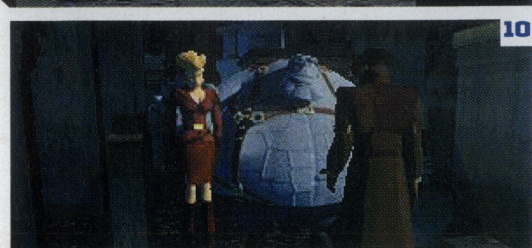
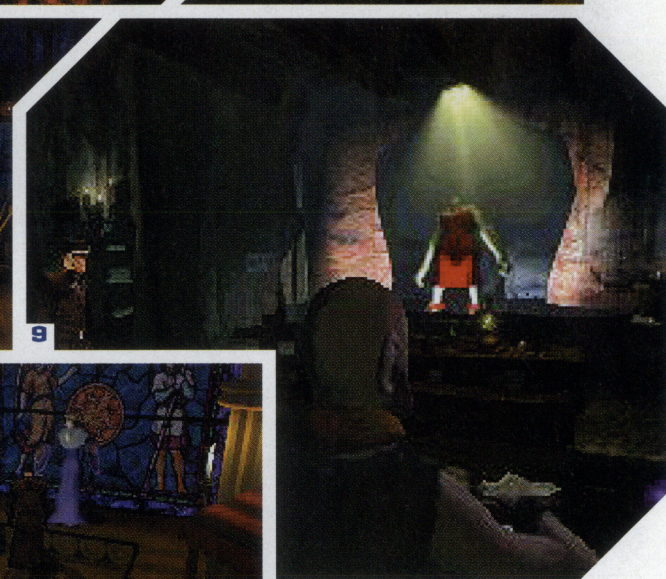
GRAPHICS  
GAMEPLAY  
LIFESPAN

7 Great FMV, but it's all a trifle too dark.  
8 Nice enough, but would work better with a mouse.  
8 One very hard case to crack.

The upper tier of PlayStation adventuring, complete with atmospheric visuals and a hugely engrossing plot. Pratchett fans will find everything they've been waiting for right here.







- 12 The film noir-inspired visuals compliment the plot perfectly.
- 3 Such crazy characters hidden in the dark.
- 45 You are taken through the underworld of Ankh-Morpork on your mission to solve murder.
- 67 Unfortunately it's necessary to mingle with the inevitable unsavouries.
- 88 The environment is richly developed and populated.
- 101 Grill every character you meet for information.
- 12 While novices may find the dead-ends frustrating...
- 13 ...Pratchett fans will love it!





analog



dual shock



memory card

2  
number of players

# Demolition Racer

Crashes and collisions are not just allowed in this smash 'em up, they're positively rewarded. That sweet, sweet sound of metal grinding against metal is never far away.

Publisher: **Ozisoft**

Developer: **Pitbull Syndicate**

Release date: **Out now**

Origin: **US**

Style: **Smash 'em up**

Price: **\$79.95 (NZ\$99.95)**

At first glance, *Demolition Racer* looks like a pretty normal racer. You choose a single race, league or two-player option, and then you pick a car and play. As usual, if you complete League Mode you can unlock previously-hidden tracks and cars, and each vehicle is rated for things like acceleration, speed and handling. But there's a real lust for violence lurking beneath this benign arrangement. Sometimes you're driving around a series of circuits seeking out shortcuts and bashing other cars for points; other times you'll end up in an arena atomising your opponents in a multiple vehicle pile-up-athon.

Whatever the pretext, forget your natural instinct to avoid other road users – it'll get you nowhere. Even when you're racing round a circuit, finishing first won't gain you enough points to qualify for the next round – you've got to crash your way to victory. Which, of course, leads to frantic, messy, bits-of-car-flying-all-over-the-place action. The best kind.

With all this emphasis on collision, *Demolition Racer* could easily have compromised on subtlety and style, but the gameplay is actually

**"...finishing first won't gain you enough points to qualify for the next round – you've got to crash your way to victory"**

finely balanced. The handling is lively and responsive, which puts the emphasis very much on skill, and you've got to nurse your own car through the event even while you're busy hammering everyone else's – so there's an element of strategy in the game there somewhere.

*Demolition Racer* takes the classic hunt-and-shunt formula of *Destruction Derby* and *Twisted Metal* and runs with it – straight into another car. Track design is reasonably varied, the physics engine is exciting without being ridiculously over the top, and there are plenty of game modes to explore. Okay, so the visuals are horribly dated, and the whole package is hardly revolutionary or groundbreaking stuff, but don't take it too seriously and you'll have a hoot. In fact, we'd say that it's definitely a smash hit.

Keith Stuart

## ALTERNATIVELY

*Twisted Metal 2* 9/10 PSM 3

*Destruction Derby 2*

8/10 PSM 2

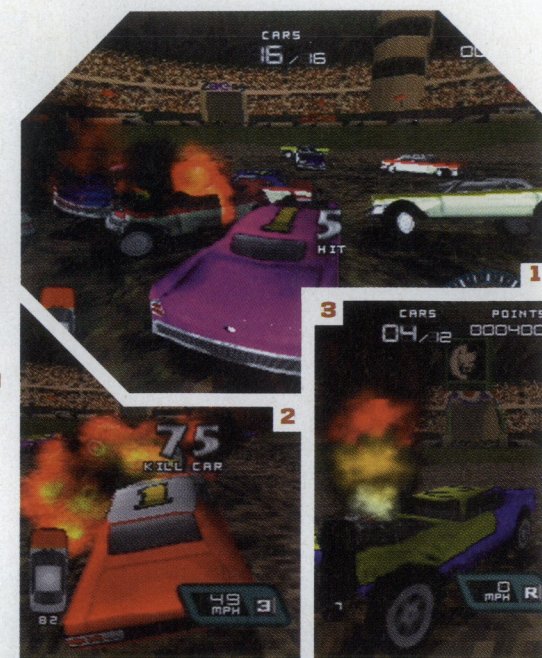
*Vigilante 8* 7/10 PSM 12

## VERDICT

**7**

GRAPHICS  
GAMEPLAY  
LIFESPAN

**6** As rough as a second-hand paint job.  
**8** More fun than a VW Beetle.  
**7** Could outlast a Volvo.



- 1** If car crashes turn you on, you'll love this.
- 2** There are 13 locations that range from multi-storey car parks to rural mud tracks.
- 3** Collect power-ups to repair your bumps and bruises.
- 4** Most tracks feature hidden routes and shortcuts.
- 5** Watch out for skull icons – they take chunks off your damage gauge.
- 6** Forget your natural instinct to avoid other road users – you'll get nowhere.

It's not going to set the world alight but it may put a dent in the side of its opposition with strong gameplay and plenty of options.





analog

dual  
shockmemory  
cardnumber  
of players

- 1 *Ronin Blade* is all about dark alleys and sword play.
- 2 The world of the samurai is ripe for a videogame.
- 3 The fighting sequences are pretty cool.
- 4 You get to choose which character to play - a samurai or a female ninja. The two aren't really that different in fighting styles but the lady is a better looker!

# Ronin Blade

*Ronin Blade* has arrived to avenge the past with a story full of symbolism and ritual violence using the *Res Evil* games as a blueprint. So, *Resident Evil* with samurais then? We wish...

**T**he world of the samurai is ripe for a videogame. Steeped in myth and oriental glamour, it is surprising that no one has bothered to digitise the warriors' code before. While *Ronin Blade* presents two characters with different fighting philosophies (a samurai and a ninja), their fighting styles are almost identical. Any hopes for a *Tenchu*-style ninja and a *Bushido Blade*-style samurai are dashed by the similarity of their controls. The only real distinction between them is their separate perspectives

puzzle solving. We've all been there before and quite frankly it all becomes a little repetitive.

Such scant ambition keeps *Ronin Blade* hovering right around the average mark. The gameplay has few original ideas. The samurai posturing may be impressive and the fight system works fairly well, but the game world suffers from a lack of credibility. The graphics are atmospheric enough, but for a supposedly bustling Japanese port there are very few people around. Those that do appear stumble around with no apparent

**"The samurai posturing may be impressive and the fight system works fairly well, but the game world suffers from a lack of credibility"**

on the story. This takes place in medieval Japan where your chosen hero stumbles across a group of soldiers attacking a young ninja girl. Rushing to her aid your character inevitably becomes entwined in an increasingly outlandish story of psychotic shoguns and demonic possession.

The story is moved along nicely by some good cut scenes with excellent voice action and characterisation. It's all very cinematic, but then that's the expected norm for this kind of game. What follows is a lot of exploring, fighting, clue gathering and a bit of

purpose; their only job is to wait until you're ready to talk or fight with them.

At least the story is marginally interesting and the ability to play from two different characters' perspectives props up your interest for a reasonable amount of time. But there's no escaping it — *Ronin Blade* is a tragic waste of samurai style. While it may be a little different from the usual PlayStation fare, there are plenty of better action adventures around. Who said *Tenchu*?

Nick Jones

Publisher: **GT Interactive**

Developer: **Honami**

Release date: **Out now**

Origin: **Japan**

Style: **Beat 'em up**

Price: **\$89.95 (NZ\$109.95)**

## ALTERNATIVELY

<i>Tekken 3</i>	10/10 PSM 26
<i>Bushido Blade</i>	8/10 PSM 7
<i>Shao Lin</i>	8/10 PSM 29
<i>Tenchu: Stealth Assassins</i>	7/10 PSM 27

## VERDICT

6

It is a very good idea to do a game based on samurais but the execution could have been so much better. It could and should have been a brilliant game.

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 6 Attractive pre-rendered backgrounds that lack atmosphere.
- 5 Good fighting system neutralised by stale puzzles.
- 6 Two characters to play prolongs the pain.



- 1 The questions aren't exactly family-friendly.
- 2 The arcade games are at least a minute-a-retro-fun.
- 3 All the characters you know and love.
- 4 Oh my god, somebody's going to kill Kenny!
- 5 There's no more than a couple of hours entertainment here.
- 6 We don't guarantee you'll be clutching your sides.



# South Park: Chef's Luv Shack

You know a craze is in its death-throes when you notice middle-aged dads down the pub wearing T-shirts promoting it. But while it would be very easy to join the backlash right here, let's avoid the obvious and talk about the game itself.

**C**hef's Luv Shack is intended as a party game in which up to four contestants compete for points. With Chef as compère, Luv Shack adopts a TV game show format of multiple-choice quiz questions interspersed with gameplay rounds. The quality of these

Then there's longevity. The constant speech demands some heavy CD access that occasionally slows the pace, but there's still no more than a couple of hours of entertainment here. Is it even a good laugh? Well, there are two reasons behind South Park's monstrous success. With its underground low-budget production

**"Topics involve plenty of self-promoting South Park trivia, fun-nee science, an unhealthy fascination with Charles Manson and ... down-home American cultural minutiae"**

mini-games varies immensely, but encompasses everything from Find The Lady and Track & Field-style button pumping to arcade classics. Yep, uncredited versions of Donkey Kong, Asteroids and Galaxian are dressed up in South Park duffel coats and told to swear like troopers. Although they are inevitably inferior to the real thing, some are actually good fun for a quick retro-blast and well-suited to this format.

Sadly, it's the questions that let the side down. Topics involve plenty of self-promoting South Park trivia, fun-nee science, an unhealthy fascination with Charles Manson and enough down-home American cultural minutiae to baffle anyone who wasn't raised on Hostess Twinkies and the Pledge Of Allegiance.

values and anarchic creativity — you only have to recall the brilliance of evil Mecha-Streisand, or Jesus Christ fighting with Santa Clause — South Park instantly earned itself the acclaim of the critics. But its cleverness didn't preclude a sniggering obsession with the pubescent humour of anal probes, talking turds and fart gags, and it was this second, vomit-chinned face of South Park that greatly broadened its appeal to a mass market.

It should come as no surprise, therefore, that as a piece of licensed merchandise trying to reach that mass market and pilfer its swearing-Cartman's piggy-bank, Chef's Luv Shack plumps for the lowbrow. By the bucketful. Even if you think you like South Park, and you're not absolutely sick of it yet, don't assume you'll love this.

**Zy Nicholson**

Publisher: **Acclaim**  
Developer: **In-house**  
Release date: **Out now**  
Origin: **US**  
Style: **Party game**  
Price: **\$79.95 (NZ\$99.95)**

## ALTERNATIVELY

Um Jammer Lammy  
8/10 PSM 25  
Bust A Groove 8/10 PSM 16  
Arcade Party Pack  
6/10 PSM 31

## VERDICT

3

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 4 Cheap, flat and crudely animated — spot on, then.
- 3 Low on trivia, but the mini-games are fun. Briefly.
- 1 A couple of sessions and you really have seen everything.

Despite the retro mini-games, you can have more fun with a pub quiz machine than with Isaac Hayes being a bit rude.



# Grandia

Even though the letters 'RPG' can too often stand for 'Really Poor Graphics', this is a truly grand and involving adventure epic.

In this thoroughly charming game you play a cheeky scamp of a kid adventurer called Justin. Justin's young female companion Sue supports you and her 'weird pet flying thing' called Puffy.

The game kicks off with you wandering your local town mucking about and being a bit of a smart-ass as you poke fun at the townsfolk you come across. Unlike many RPGs there is no great catastrophe to get the action going or draw you in. Initially you are given trivial quests, characters to meet and places to go, and as you persevere, the rather involved plot unfolds and you get a feel for the main players.

There is a lot of speech and some of it is quite amusing. The music and atmospheric sound scapes are also superb. The gameworld you get to explore is colourful, detailed, and above all, huge. However, the use of sprite-based graphics and 3D polygonal environments at times looks clumsy, and even though it is an efficient way of presenting lots of characters on screen at the same time, it makes the game look a little dated. However, many of the backgrounds are much more than dull lifeless props, as many objects move when bumped into.

You can also rotate the camera viewpoint 360 degrees with ease, a feature which makes navigating complicated areas (like the town of Parm) much easier. The game also features a compass that helps you by highlighting where you should be going next to advance the plot further. This puts an end to a lot of the aimless wandering that can occur in this sort of game, though you will still have to cover a lot of ground as you do many of the plot advancing errands that the game requires you to carry out. This can at times be annoying as you run around 'safe' areas like the main town, fetching items for various people so that they will then give you access to new areas, or give objects which move the plot along. This aspect of the game design does make it likely that it will only appeal to patient RPG stalwarts; if you count yourself amongst this group, you'll love what the game has to offer.

A time gauge determines combat, with you making strategic choices and the characters performing them when their time bar has completed a cycle. The spells and combat aren't nearly as impressive as *Final Fantasy VII* or *VIII*, and there is a hell of a lot of combat, but you do have many strategic choices and abilities, and RPG fans will be used to this sort of thing.

On the downside, the invisible borders between the main map and playfields are at times not well defined, which means you will be wandering in and out of areas a bit more than you'd like. This is made more annoying by the loading times, which can be a bit long as you switch between areas.

If you are a fan of RPGs, this one is a beauty. The visuals may not scorch your retina with their brilliance, but *Grandia* is a game for those who like a good yarn and have a bit of time on their hands.

Steve Polak



- 1 The characters are very well scripted, though some of the voiceovers are dodgy.
- 29 The gameworld offers plenty of mystery.
- 48 Talk to all you come across to advance the plot.
- 78 Keep an eye out for interactive scenery - there's lots of it.
- 91 Some characters will have new information if you revisit them after you have completed a task.
- 12 The Ku Klux Klan's new disguise.

Publisher: **UbiSoft**

Developer: **Game Arts**

Release date: **Out now**

Origin: **Japan**

Style: **Role-playing game**

Price: **\$79.95 (NZ\$109.95)**

## ALTERNATIVELY

<i>Final Fantasy VIII</i>	10/10 PSM 28
<i>Breath of Fire III</i>	8/10 PSM 17
<i>Jade Cocoon</i>	6/10 PSM 30

VERDICT

8

This game is a better offering than you'd think upon first inspection. If you haven't played an RPG before, you might find it a bit too leisurely.

GRAPHICS  
GAMEPLAY  
LIFESPAN

- 7 A bit primitive, but somehow it doesn't matter.
- 7 The actors are at times dodgy, but the music is superb.
- 9 Big, Homer Simpson-sized Squishy of a game this.





analog

memory  
cardnumber  
of players

- 1 Who's been playing with matches?!
- 2 Space gets, like, trippy mean...
- 3 Battle stations are big targets.
- 4 Intergalactic warfara.
- 5 You'll visit strange planets, and severely damage them.
- 6 Safety goggles are compulsory.
- 7 Not quite err, space debris.
- 8 ...and then there was light!
- 9 The star of the freak show.
- 10 Scariest than Nan's place...



# Space Debris

The name 'Space Debris' suggests that it is a re-make of an obscure arcade game from 20 years ago known as *Space Invaders*. But it isn't. Not a bad shot, though...

**S**pace Debris is a suitably futuristic intergalactic shoot 'em up that's a reasonably entertaining blastorema. The opening level is reminiscent of the final scene in *Star Wars*. You'll think that you are Luke Skywalker on a mission to destroy the Death Star. The way this level unravels is a great introduction preparing you for the spectacular laser battles set to follow.

For the record, you assume the role of pilot James Bryant, not Mr Skywalker. As part of the United Earth Defence you take on a series of missions. The missions are primarily shooting based as you negotiate your way past space junk, shrapnel and enemy lasers.

Graphically *Space Debris* is impressive. Blasting away at enemy ships results in great explosions with vivid colours and plenty of 'space debris' flying loose. It runs smoothly, despite the amount of polygons, colours, movement and explosions being thrown about.

Avoiding enemy fire is a challenge. The control system allows you to move around the screen, although there is very minimal movement forwards and backwards. The four shoulder buttons allow you to bank, brake and accelerate, however they only have a slight effect. This inability to advance or retreat from your enemies is the biggest drawback in the game, although the vibration that kicks in when under attack is a real buzz! Fortunately, the action is also fast and furious. Entire fleets of enemy craft come at you fast and avoiding their fire while aiming your cross hair to return fire is an inundating challenge.

Although you are the Pilot, the game leads you through a pre-determined path that you cannot alter; you are only capable of pointing your fighter ship in different directions to aim your lasers, missiles and smart bombs. Also, weapon upgrades, power-ups and collectable special items are disappointingly too few and far between.

Most missions see you in various combat sequences. You'll be attacking huge space stations or being ambushed by enemies as you hammer through the craters and valleys of desolate planets. Tapping away furiously at the fire button is part and parcel of this style of game. Strategy takes a back seat, as inflicting the most amount of damage in the shortest possible time becomes your priority. If you're expecting to plot and position yourself through each level, then look elsewhere - this is a shoot 'em up with non-stop action.

Due to the limited in-game options, *Space Debris* will possibly be seen as a combination of re-hashed 'classics' such as *Asteroids*, *Space Invaders* or even *Centipede*. And like these old timers, it's not a game that has much long-term appeal, despite the high-res overhaul.

While it is certainly a great-looking game, most gamers will be disappointed at the simplicity of the missions. No matter how great things look, level after level of the same action tends to get repetitive. Die-hard fans of arcade intergalactic blast 'em ups will take to it like a duck to water. For the rest of us, there are plenty of other games that offer a tougher challenge.

Richie Young



Publisher: **Sony**

Developer: **Rage Software**

Release date: **Out now**

Origin: **UH**

Style: **3D shooter**

Price: **\$69.95 (NZ\$69.95)**

## ALTERNATIVELY

*Omega Boost* 8/10 PSM 24

*R-Type Delta* 8/10 PSM 20

*G Police 2: Weapons of Justice* 8/10 PSM 26



## VERDICT

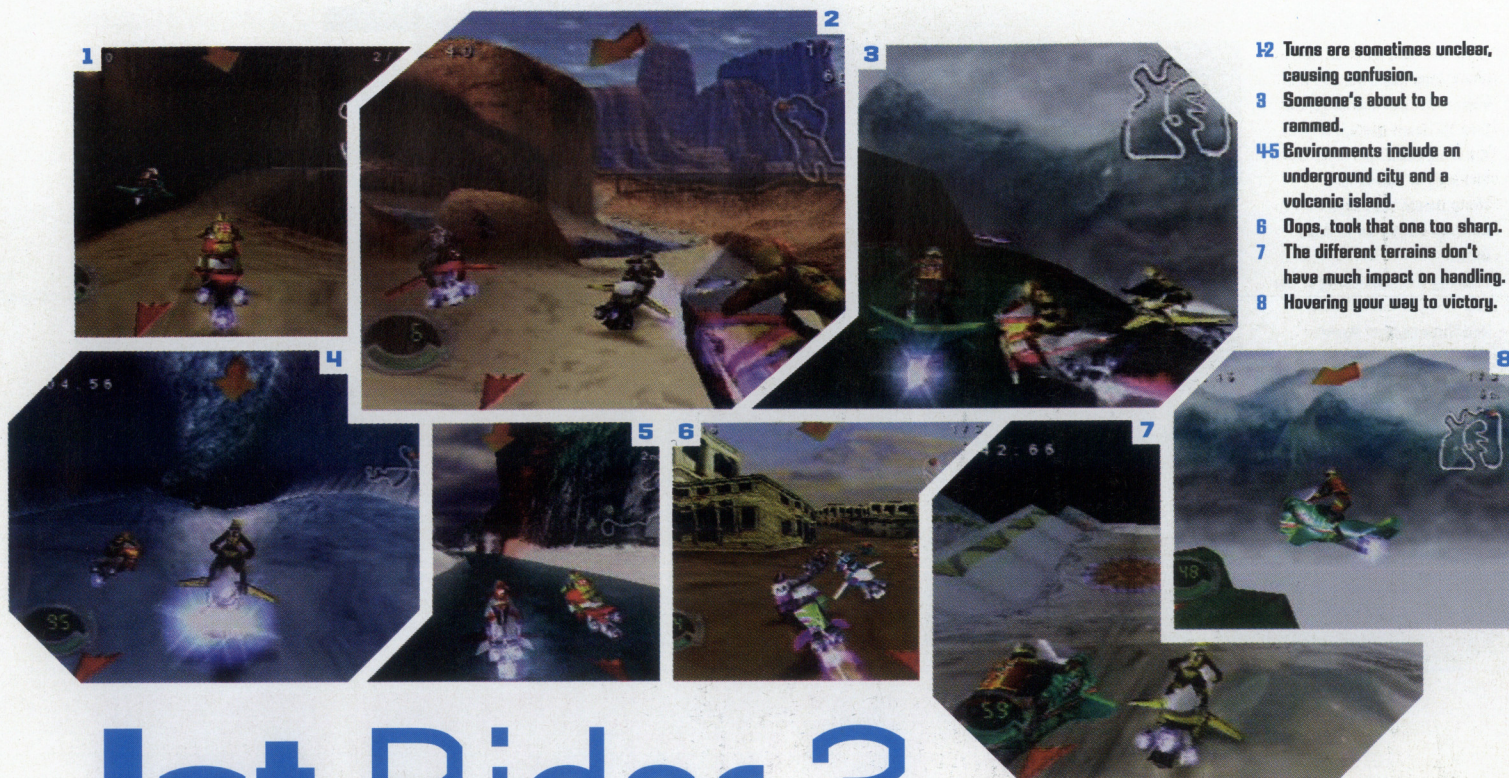
6

GRAPHICS  
GAMEPLAY  
LIFESPAN

8 Easily the highlight of the game.  
7 Fast and fun shoot 'em up action.  
4 Way too limited.

*Space Debris* is a fine-looking game that unfortunately relies on limited gameplay principles of older arcade-style shoot 'em ups.





- 12 Turns are sometimes unclear, causing confusion.
- 3 Someone's about to be rammed.
- 45 Environments include an underground city and a volcanic island.
- 6 Oops, took that one too sharp.
- 7 The different terrains don't have much impact on handling.
- 8 Hovering your way to victory.

# Jet Rider 3

*Jet Rider* is called *Jet Moto* over in the US, but whatever it's called, the game has never been a major performer. However, there are obviously enough fans to warrant a second sequel. There's no accounting for taste...

There are many stars in the PlayStation racing game firmament, but *Jet Rider* has never shone brightly enough to be one of them. The first game was a pleasant enough distraction, with fairly innovative gameplay and slick graphics (for the time). However, the futuristic hover-bike/jet-ski action did not really compare to the ultra-stylish *Wipeout* series and the second *Jet Rider* game was basically ignored by all but hard-core fans of the first title.

So it's somewhat of a surprise that here we are with *Jet Rider 3*, which doesn't add a whole lot to what we've already seen before. Apart from a painful over-abundance of in-game

and the action cracks along at a high frame rate. There are varied environments to tear through, including a volcanic island, ice falls, an underground city and canyons, although while there are many different surfaces (water, land, ice) nothing seems to have a major impact on handling. Also, many turns are very unclear and the camera tracking leaves a lot to be desired.

The trick to racing a hover-jet is using the grapple hook at the right time to slingshot you around corners at breakneck speed and assailing safely down vertical drops. This does take some getting used to, and one grappling mistake and you can almost kiss your winning chances goodbye – so be prepared for some frustration before tasting victory.

## "...one grappling mistake and you can almost kiss your winning chances goodbye"

advertising. Several PlayStation titles have subtly incorporated paid advertising into the action, including *Tony Hawk's Skateboarding* and *Wipeout 3*, but *Jet Rider 3* puts the sponsors' billboards right in your face and they're so intrusive that they honestly do detract from the game experience. But at least you know now whose products to avoid buying.

There are 11 all-new jet moto vehicles to race and some 'extreme' characters who race them, but they certainly don't have much individuality or personality. The courses are quite nicely designed, featuring a heap of shortcuts, secrets and stunt areas,

There are several difficulty settings as well as gameplay modes (practice, single race, circuit or season), and the two-player split-screen racing works quite well. The hover-jet's engine noise is highly annoying however, and should be turned down, and while the music soundtrack is okay, it certainly isn't up to the quality of other recent racing titles such as *Wipeout 3* and *MTV Sports: Snowboarding*.

Compared to other brilliant PlayStation games out there, it's just not good enough.

Stuart Clarke

Publisher: **Sony**  
Developer: **889 Studios**  
Release date: **April**  
Origin: **US**  
Style: **Racing sim**  
Price: **\$TBC (NZ\$TBC)**

### ALTERNATIVELY

<i>Wipeout 3</i>	10/10 PSM 26
<i>Wipeout 2097</i>	10/10 PSM 6
<i>Jet Rider</i>	7/10 PSM 3

### VERDICT

5

If you are a fan of the series, you might forgive the game's many shortcomings. It's doubtful though... Check out the *Wipeout* series if you haven't already.

GRAPHICS  
GAMEPLAY  
LIFESPAN

6 A variety of environments, but bad camera tracking.  
5 It's hard and not very enjoyable.  
5 Quite a few tracks to unlock and a two-player mode.



- 4 Steal the ball, lob it up the court, leap like a salmon and slam it through the hoop. All from different camera angles.
- 5 It's hang time.
- 6 The king of basketball.
- 7 The ultimate challenge - Michael Jordan Vs Andrew Gaze.
- 8 Stealing the ball swiftly is the key.
- 9 And Gaze scores! Yeah!



# NBA Live 2000



Publisher: EA  
 Developer: EA Sports  
 Release date: Out now  
 Origin: US  
 Style: Basketball sim  
 Price: \$89.95 (NZ\$99.95)

The prayers of basketball fans worldwide have been answered: you can finally play as Michael Jordan in a PlayStation game that's not called *Space Jam*.

The *NBA Live* series has been one of the big improvers for EA Sports since it first arrived on the PlayStation with the mediocre *NBA Live '95*. Since then, each yearly update has been more than a token "let's just update the rosters and tweak the graphics" deal, with new features and fairly big leaps in visuals pleasing legions of basketball fans each year.

Last year's *NBA Live '99* featured one of the biggest improvements to date – the addition of facial expressions. This has been trumped by *NBA Live 2000*'s update, which is the ability to play as the greatest player to play the game of basketball –

in the game as well) versus Michael Jordan and see if you can score a single basket with the Aussie legend.

While Michael Jordan and the One-on-One mode are the headlining features of *NBA Live 2000*, hardcore basketball fans will be glad to hear that the AI has also been upgraded considerably. Playing *NBA Live 2000* on Superstar mode is now a real challenge, and thankfully the CPU doesn't use cheap tactics to keep itself in the game – just solid basketball tactics. Each team also runs plays that they would in real life, so Chicago and the Lakers use the Triangle Offence, while Utah goes with the Pick-And-Roll constantly.

However, with all these new features there is a trade-off. The

**"With the addition of the legend players, for the first time in a *NBA Live* game you now need to perform tasks to unlock characters"**

that's right, Wilt Chamberlain. Oh, and some other legends like Michael Jordan are in there as well...

With the addition of the legend players, for the first time in a *NBA Live* game you now need to perform tasks to unlock characters. While each legend is available for use in the All-Star game mode (where you use an All-Star team from the 1950s through to the 1990s), you'll need to unlock each player to use them in season play. For instance, to unlock Michael Jordan, you have to beat him in the One-on-One mode, but on the highest difficulty setting. Other tasks include winning five straight season games or scoring over 20 points in the Three-Point Shootout. Difficult tasks, but very attainable.

Another shiny new feature in *NBA Live 2000* is the One-on-One mode. If you've ever wanted to take some of the old school NBA players and match them up with the new jacks, this is the place to do it. Or alternatively, you can just use Andrew Gaze (yes, he's

PlayStation isn't getting any younger so EA Sports has had to cut back quite a bit on the graphic detail of the players. The camera is now further away from the action, making each character a bit smaller (this does allow for the game to run at a slightly quicker pace though). The arenas, while still looking quite good, aren't at the standard that we've come to expect from *NBA Live '99*. And the replays are very chuggy.

When you look at the final package EA Sports has delivered and weigh up the pros (Michael Jordan, One-on-One, upgraded AI) with the cons (drop-off in graphics), you'd have to say that the right choice was made in regards to graphics versus gameplay. Finding someone who'd rather have improved visuals but without the ability to use Michael Jordan would be harder than Luc Longley beating Shaquille O'Neal in a One-on-One matchup.

Ewan Corness



## ALTERNATIVELY

Total NBA '98	8/10 PSM 11
Fox Sports: NBA Basketball	
2000	6/10 PSM 31
NBA Pro '99	5/10 PSM 24

## VERDICT

9

GRAPHICS  
 GAMEPLAY  
 LIFESPAN

- 8 Dropped a notch since '99, but still more than adequate.
- 9 Legend teams and the One-on-One are excellent additions.
- 9 Unlocking all the legends will keep you busy for months.

The addition of Michael Jordan, the old school legends and the One-on-One mode make this the only real choice for basketball fans.





multitap



analog

dual  
shockmemory  
cardnumber  
of players

# Fox Sports: NBA Basketball 2000

Is there more to basketball than just scoring baskets? Not according to this game. It concentrates so heavily on the hoops, it has forgotten about what goes on the rest of the court.

Publisher: **Activision**

Developer: **Radical Entertainment**

Release date: **Out now**

Origin: **Canada**

Style: **Basketball sim**

Price: **\$89.95 (NZ\$89.95)**

On the surface, everything that a right-thinking basketball game needs looks to be in place in *Fox Sports: NBA Basketball 2000*. There's a NBA license — hardly an exclusive deal, but essential nonetheless — and all the teams and players that go with it. There's a choice of season, play-off or exhibition play, and the controls will be instantly familiar to anyone who has played a basketball game before. Opting for the tried and tested double-tap method for throws declares *NBA's* desire to go for arcade accessibility over realistic simulation. But extended play reveals its basic flaws.

Starting off it's easy to believe you're a natural, as scoring a two-pointer in front of the basket is like shooting fish in a barrel. However, it soon becomes obvious that it's just as simple for your opponents to charge back down the court and score against you. Whichever strategy you choose, it's down to the whim of the AI whether the opposing team gets a basket. And the AI sure is whimsical.

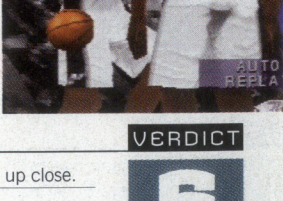
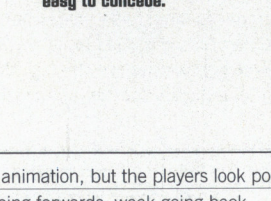
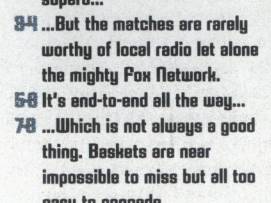
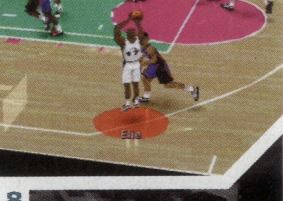
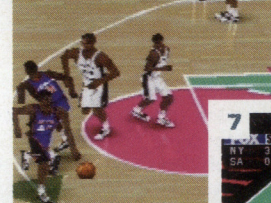
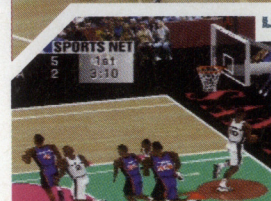
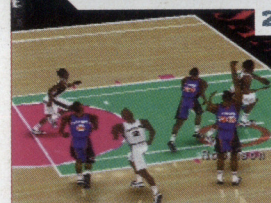
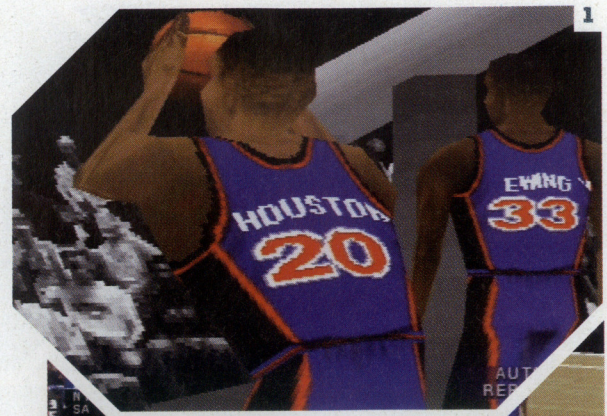
Difficulty levels seem to make little difference to the end results because the games are nearly always extremely tight. Too often to be coincidental, the computer-controlled team will start fluffing baskets and turning over the ball if they've got the lead near the

"Starting off it's easy to believe you're a natural, as scoring a two-pointer in front of the basket is like shooting fish in a barrel"

end of a match. If behind in the last quarter they habitually foul your team every chance they get. They obviously know that the free throws — with an impossibly fast, golf swing-style meter — will inevitably be missed, even though the vast majority of good shooters in the real NBA have an 80 per cent plus success rate in this particular area. Catch-up logic is all very well, but not when it's this blatant.

The fun of frantically scoring baskets and racking up huge scores means *Fox Sports: NBA Basketball 2000* is always a laugh, especially if you play with a friend. However, its fundamental gameplay flaws and lack of strategy makes it impossible to recommend to anyone looking for a balanced game, let alone a quality basketball sim.

Chris Buxton



VERDICT

6

It's easy to score baskets, but just as easy to concede them, making results dependant on who makes the most mistakes. Free throws are ludicrously hard, costing its credibility as a sim.

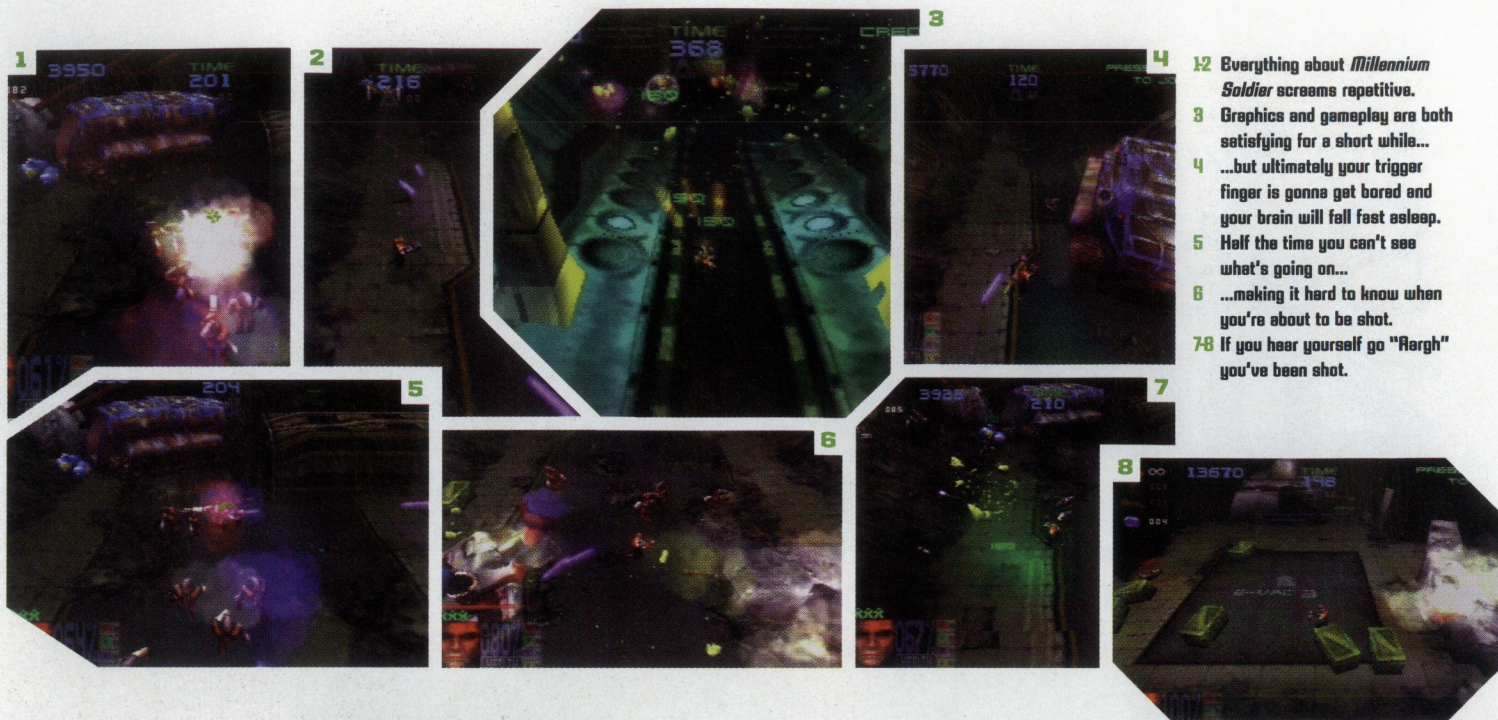
GRAPHICS  
GAMEPLAY  
LIFESPAN

5 Decent animation, but the players look poor up close.  
6 Great going forwards, weak going back.  
6 A huge season if you can live with the basic flaws.





analog

dual  
shockmemory  
cardnumber  
of players

- 12 Everything about *Millennium Soldier* screams repetitive.
- 3 Graphics and gameplay are both satisfying for a short while...
- 4 ...but ultimately your trigger finger is gonna get bored and your brain will fall fast asleep.
- 5 Half the time you can't see what's going on...
- 6 ...making it hard to know when you're about to be shot.
- 78 If you hear yourself go "Aargh" you've been shot.

# Millennium Soldier: Expendable

Millennium soldier? It's a great idea, but it just doesn't quite come together. More like mid-1980s soldier... But in 3D.

Publisher: **Ozisoft**

Developer: **Rage**

Release date: **Out now**

Origin: **US**

Style: **Shoot 'em up**

Price: **\$79.95 (NZ\$99.95)**

Life is tough, and reality doesn't always live up to the concept. Last year's *Avengers* movie, for example. Or kebabs. Or, sadly, *Millennium Soldier*. Here's the concept: take the 1980s coin-op hit *Commando*, in which a little chap ran up the screen shooting baddies, and do it on the PlayStation with 3D graphics, eyebrow-singeing explosions, rack after rack of weaponry, screen-filling

thing you need is to have them obscured by massive explosions, clouds of smoke and showers of shrapnel. But that's what happens. Half the time you simply can't see what's going on, which way you're facing, or where you're meant to be going — you have to listen for aarghs just to know when you're being shot.

And the controls... Well, the directional buttons make you run up, down, left and right, which is sensible enough. And you fire

**"If you can get your head round the controls and squint your way through the graphics, there's fun to be had with *Millennium Soldier*"**

## ALTERNATIVELY

*Quake II* 10/10 PSM 28  
*Syphon Filter* 8/10 PSM 24  
*Point Blank 2* 7/10 PSM 26

bosses and a split-screen Deathmatch Mode. Excited? But here's the reality: a confusion of pixels in which it's fearsomely hard to see who's shooting who, combined with a control system that's like patting your head while rubbing your stomach.

The landscapes you trot through are great, with big tank things crashing through walls, trains zipping over bridges and even the odd excursion in an alien spaceship. The weapons, too, are terrific — machineguns, flame-throwers, multiple lasers, grenades and rocket launchers. There are even little *R-Type*-style orbiting globes to help you tackle any baddies who invade your personal space.

Your bloke and his adversaries are tiny, however, so the last

in the direction you're running, which makes sense too. Until, that is, you have to shoot at something that's shooting back at you. Then you need to be able to side step, like in *Quake*. And you can — the **LI** and **RI** buttons let you strafe left and right. Except that's left and right from your character's perspective, which could in fact be up and down, or even right and left, depending on which way he's facing on the screen. Confused? You will be. A *Robotron*-type system of running and firing independently may have been more effective, but isn't an option in the finished version.

If you can get your head round the controls and squint your way through the graphics, there's fun to be had with *Millennium Soldier*. But you might be happier with a kebab.

**Jonathan Davies**



## VERDICT

**6**

GRAPHICS  
 GAMEPLAY  
 LIFESPAN

- 7 Too damn many of them. Atmospheric but bewildering.
- 5 Action all the way, scuppered by a dodgy control system.
- 6 There's plenty here if you can get your head round it.

If Rage does a *Millennium Soldier 2*, with clearer graphics and more manageable controls, it will be on to a winner.



# NFL Blitz 2000



True, any real depth has been sacrificed for adrenaline, but sod that, *NFL Blitz* is superb. American football has never been so much fun.

A long time ago in a *PSM* far, far away (*PSM* 17 to be precise), we reviewed a game. It was an absolute stormer. Veined with playability, this title spot-welded tactics, forethought and utter carnage together into one arcade-addled bundle of bliss. It stopped work at *PSM* Towers, it received an 8/10 score and Joe and Josephine Public duly waited by the tills. And waited...

Fourteen issues on, that game is about to be released – kind of. Due to all manner of tedious contractual wrangles, *NFL Blitz* was never released in PAL territories. Thankfully *NFL Blitz 2000* is on its way. Yes, it still sports those expensive NFL trappings (real teams, players and stadia) but after that, the gloves are off. 'First down and 10' is now 'first down and 30', teams are reduced to just seven and the rule book has been torn in two to be replaced by madness. A cartoon perversion of America's beloved

**"NFL Blitz's unique selling point is violence – and buckets of it"**

gridiron, *NFL Blitz's* unique selling point is violence – and buckets of it. Tackles cripple, players can be poleaxed irrespective of whether they have the ball, and even after a player is sacked, follow-up roughing is mandatory.

That said, there are still tactics to be utilised – indeed the amount of offensive plays have been upped from the original's 18 to 27 (each can also be reversed). Thoughtful deployment of the nine defence plays will hamper offensive moves, as tactical masterminds can alternate between helmet-denting blitzes and more thoughtful zone plays, picking off potential receivers with pinpoint precision (or a forearm smash). It's this shirking of traditional rules that will gaul NFL purists but it also guarantees more genuine thrills than all the *Madden* games put together. Play swings from end to end, games go right to the wire and with but one illegal (but allowed) interception, friendships will be threatened.

A superb bruisation.

Mike Goldsmith



Publisher: Metro Games  
 Developer: Midway  
 Release date: Out now  
 Origin: US  
 Style: American football sim  
 Price: \$89.95 (NZ\$99.95)

## HOW TO... BE A BIT SNEAKY LIKE...



After a few games, your opponent will have the measure of your Monkey and Spider Legs plays, using Medium Zone defence to play it cagey and pick off your runners. Time to get devious...



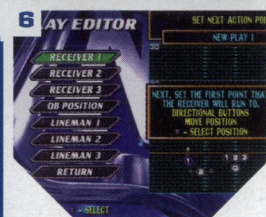
Instead of sending a Long Bomb flying, pass to the man you've hung back. He will tend to be freed up and more importantly, detract attention from the runners pegging it downfield.



Pick Reverse Zip or Sweep Right to send your runners zooming off, but still have a target man peel off beside you. Hide plays with a double tap of ↑ and reverse them with a dab of ▢.



Don't cross the line where you started, instead zing off a long bomb to one of your receivers. They'll be freed up and their markers hopefully won't have poleaxed them (as per usual).



- 1 The main appeal of *Blitz* has got to be the ability to kick your opponent's neck off.
- 2 Helmets will fly, bones will snap and heads will crack en route to victory!
- 3-4 Keep an eye on the loading screens for how you can intercept stray balls.
- 5-6 It's not just violent... Underneath all the carnage are real plays, calls and a cool Play Editor for making your own offensive plans.

## ALTERNATIVELY

Madden NFL 2000	8/10 PSM 29
Madden 99	8/10 PSM 17
NFL Extreme	6/10 PSM 17

## VERDICT

9

A bone-crushing blend of *NBA Jam*, *NFL Madden* and *WWF Attitude*, *NFL Blitz 2000* is the most unputdownable game since *Tony Hawk's Skateboarding*.

GRAPHICS 8 Chunky arcade-style goodness.  
 GAMEPLAY 10 Sheer, unadulterated bliss.  
 LIFESPAN 8 You will lose hours, days, weeks.



## Arcade Party Pack

Publisher: **Metro Games** Developer: **Midway** Release date: **Out now** Origin: **US** Style: **Retro collection**

Players: **Two** Extras: **Memory Card, Analog** Price: **\$89.95 (NZ\$99.95)**

This is a quality compilation of six '80s Atari arcade classics – *720*, *Toobin'*, *Klax*, *Smash TV*, *Rampage* and *Super Sprint*. Like Namco's *Museum* series and *Capcom Generations*, all are run under emulation, so are identical to the arcade. There's plenty of fun to be had, even if most of the games are designed to be played in minutes rather than hours. *720* is still a laugh even in this post *Tony Hawk* era, and *Klax* is a quality *Tetris* alternative. *Super Sprint* might

be an incredibly dated top-down racer, but *PSM* still enjoys a skid around the twisted tracks. It's easy to see why the cheesy shoot 'em up *Smash TV* is still a cult game, and *Rampage* is so close to the recent PlayStation *World Tour* and *Universal Tour* versions it's embarrassing. The only dud is *Toobin'*, which has aged horribly. For retro freaks, this is a very solid compilation and with video interviews with the developers, an enjoyable trip down memory lane. However, modern gamers will still be unimpressed. **JH**

VERDICT

6



## Cyber Tiger

Publisher: **Electronic Arts** Developer: **EA Sports** Release date: **Out now** Origin: **US** Style: **Golf sim**

Players: **Four** Extras: **Memory Card, Dual Shock, Analog** Price: **\$79.95 (NZ\$89.95)**

*Cyber Tiger* is so far below par it hurts. For one thing the name's just appalling, conjuring an image of the final exhibit in Sony's robot animal program, as opposed to an amateurish animated golf game featuring golf star, Tiger Woods. Cartoonish graphics blend with flat backgrounds that give no points of reference for accurate shots. Not that any of your shots will go where you want them to. It feels a bit like playing *Tiddlywinks* – only nowhere near as exciting and loads

more frustrating. Especially when the shot goes tees up and Tiger's irritating little snigger kicks in. Graphics are blocky and pixelated and without any of the charm that made *Everybody's Golf* so endearing. Worse, the game is riddled with obvious mistakes and looks like it has never been play tested. Considering you can now pick up *Everybody's Golf* plus the excellent *Pro 18* in Sony's *Golf Twin Pack* for less than the price of this rubbish, please don't even consider shelling out your hard earned dosh. File under Games From Hell. **DM**

VERDICT

3



## Action Man: Mission Xtreme

Publisher: **Hasbro** Developer: **Interactive Studio** Release date: **Out now** Origin: **US** Style: **Action**

adventure Players: **One** Extras: **Analog, Memory Card, Dual Shock** Price: **\$89.95 (NZ\$99.95)**

This is Action Man for the '90s. The only things that get torn limb from limb are robots. Baddies are captured rather than gunned down. And instead of confronting the Third Reich, Action Man is on an eco-mission to stop the dastardly Gangrene from sending us all to sleep with gooey green toxin. Thus, snugly cocooned from the horrors of the real world, you embark on a series of levels that mix a bit of driving with a dash of flying, a degree of running and a soupcon of

hitting people. None of it is astoundingly brilliant, but stirring music and some nifty graphics ensures the game is suitably exciting. That is, exciting, but absurdly easy. Losing all your energy is virtually impossible, and there's even a lady who tells you which piece of kit to use to solve the puzzles. Should you manage to get captured, infinite continues will ensure Gangrene's plot is foiled before the end of your first evening's play. We guess it's so the kids won't lose interest, but most 10-year-olds are better gamers than me. **JD**

VERDICT

6



## NFL Faceoff 2000

Publisher: **Sony** Developer: **989 Studios** Release date: **March** Origin: **US** Style: **Ice hockey sim**

Players: **Two** Extras: **Memory Card, Dual Shock** Price: **\$79.95 (NZ\$89.95)**

Ice Hockey is about as popular in Australia as poo floating in a pool but that hasn't stopped countless simulations being released here over the years and 989 Studios' *NHL Faceoff 2000* is the latest to try and win over a hostile audience. You may not be familiar with the rules, we sure as hell don't know what they are, but that shouldn't stop you from having fun with the game. You have total control over signing, sacking and creating players for your team, as well

as trading them for players on other teams. You can also create your own custom leagues made up of teams from all over the world, or play in the traditional leagues and work your way through to the championship. Unfortunately *Faceoff 2000* doesn't really stack up against EA's latest offering, *NHL 2000*. There are too many controls that are determined by what the player under your control is doing and not enough 'hard-wired' controls to do specific things. This results in rather frustrating gameplay most of the time. **GS**

VERDICT

7





# Killer Loop

Publisher: **Jack Of All Games** Developer: **Crave** Release date: **Out now** Origin: **Europe** Style: **Futuristic**

racers Players: **One** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95 (NZ\$TBC)**

It's been said that imitation is the best form of flattery, if so, then the team at Psygnosis will be blushing at the gills when they see this latest offering from Crave. This hover-style arcade racer has all the trappings of a *Wipeout* clone, with its bright palette of neon-colours, tracks designed to wrap around futuristic cityscapes, and high-energy techno beats to hug death-defying corners. Sure there are differences between the two, the most important being that

it doesn't shine a light on the latest offspring from the *Wipeout* family. Comparisons aside though, the racers in *Killer Loop* are called Tripods and are powered by a magnetic field called 'Magno-Kinetic', which travel at speeds of up to 300kph along metal-made tracks. But with the now well worn aim of the game to unlock more tracks, vehicles and game modes by winning races, and the almost unforgivable lack of two-player mode, this title is going to need more than a small miracle to save it from an early retirement in the bargain bin. **MW**

VERDICT

5



# Amerzone: The Explorer's Legacy

Publisher: **Jack Of All Games** Developer: **Microïds** Release date: **Out now** Origin: **Europe** Style: **Point and click adventure**

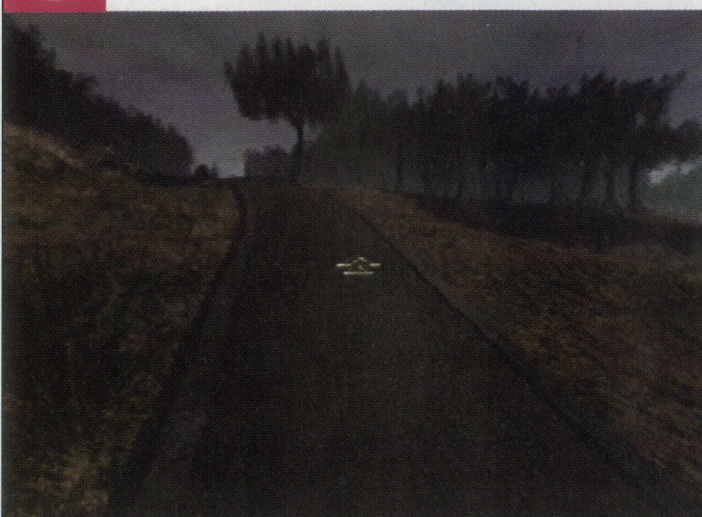
Players: **One** Extras: **Memory Card, Analog, Mouse** Price: **\$89.95 (NZ\$89.95)**

*Amerzone* is a graphic adventure à la *Myst*, or the more recent *X-Files*. It is essentially an explore-athon with literally hundreds of locations to discover and puzzles to solve before moving on... You set out on a journey to an imaginary South American location called Amerzone on a mission to return a stolen egg belonging to a mythical species of rare white birds. For some, the in-depth background and the ensuing adventure ahead might be all the action it takes

to keep them locked up behind closed doors for countless hours. However, the joy of being able to view each scene in full 360 degrees soon becomes dull, leaving the puzzle-solving element of the game. And the puzzles aren't exactly brain teasers, which only leaves a linear style plot to follow. One of the more interesting aspects of the game is the hydrafloat, a weird hybrid vehicle which functions as a boat, plane, glider, helicopter and submersible. Overall, *Amerzone* feels more like a graphic novel than a graphic adventure. Not good. **MW**

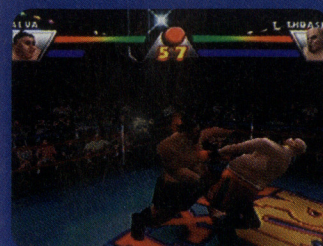
VERDICT

3



## In recent issues

name	issue	score
40 Winks	PSM 28	8
Barbie Race and Ride	PSM 30	4
Carmageddon	PSM 27	7
Centipede	PSM 30	3
Championship Motocross with Ricky Carmichael	PSM 28	7
Crash Team Racing	PSM 28	9
Destrega	PSM 27	4
Dino Crisis	PSM 27	9
Disney's Magical Tetr	PSM 29	6
European PGA Golf	PSM 30	7
FA Premier League Manager 2000	PSM 29	6
FIFA 2000	PSM 30	7
Fighting Force 2	PSM 30	6
Final Fantasy VIII	PSM 28	10
Formula 1 '99	PSM 28	8
Grand Theft Auto 2	PSM 29	9
Hot Wheels Turbo Racing	PSM 29	7
Jade Cocoon	PSM 30	6
Kingsley's Adventure	PSM 27	6
Knockout Kings 2000	PSM 30	8
Le Mans 24 Hours	PSM 30	7
Lego Racers	PSM 28	6
Lego Rock Raiders	PSM 30	4
Madden NFL 2000	PSM 29	8
Medal of Honor	PSM 29	9
Metal Gear Solid: Special Missions	PSM 27	7
Mission: Impossible	PSM 28	7
MTV Sports: Snowboarding	PSM 29	8
NASCAR 2000	PSM 30	7
NHL 2000	PSM 29	9
NHL Championship 2000	PSM 30	8
No Fear Downhill Mountain Biking	PSM 29	7
Music 2000	PSM 29	9
Pac-Man World	PSM 28	8
Pong	PSM 30	5
Quake II	PSM 28	10
Rainbow Six	PSM 28	8
RC Stunt Copter	PSM 27	8
Ready 2 Rumble Boxing	PSM 30	7
Resident Evil 3 Nemesis	PSM 30	9
Roadsters	PSM 30	5
Shadow Madness	PSM 30	6
Shadow Man	PSM 27	7
Shao Lin	PSM 29	8
Sled Storm	PSM 28	8
Space Invaders	PSM 28	5
Spyro 2: Gateway To Glimmer	PSM 28	9
Street Fighter EX Plus Alpha Platinum	PSM 27	8
Tarzan	PSM 27	7
Tenchu: Stealth Assassins Platinum	PSM 27	7
The Next Tetris	PSM 30	7
The Smurfs	PSM 30	7
This Is Soccer	PSM 30	7
Tiny Tank	PSM 30	6
Tomb Raider: The Last Revelation	PSM 29	10
Tomorrow Never Dies	PSM 30	7
Tony Hawk's Skateboarding	PSM 27	9
UEFA Striker	PSM 29	7
War of the Worlds	PSM 29	6
WCW Mayhem	PSM 29	7
Worms Armageddon	PSM 30	8
Wu-Tang: Taste The Pain	PSM 30	8
Xena: Warrior Princess	PSM 30	6

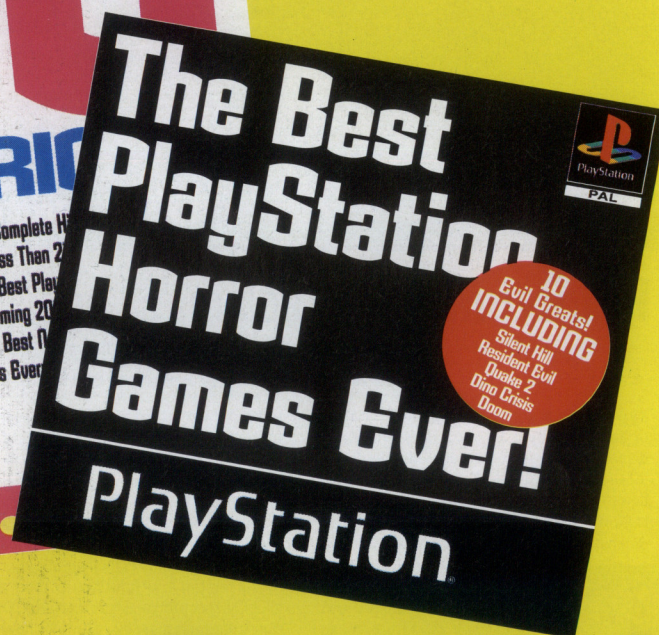




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## 80 powerline tips

Puzzled by *Bust-A-Move 2* or lost in *Bugs Bunny: Lost In Time*? We have cheat codes to these, as well as *Gen 3D: Deep Cover Gecko*, *Everybody's Golf*, *WCW: Thunder*, *Rampage 2: Universal Tour* and *Rollcage*.

## 82 Wipeout 3 tips

A complete guide to all the hairpin corners to save your hovership's nose.

## 86 DJ Antman tips

Mix music like a pro! DJ Antman gives *Music 2000* a spin and shows the moves to make the grooves.

## 90 any questions?

Tips guru Richie Young provides solutions to readers' problems in *Speed Freaks*, *Shane Warne's Cricket '99*, *G-Police: Weapons of Justice*, *Final Fantasy VIII*, *Mission: Impossible*, *Dino Crisis* and more.

# no worries



Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for *PSM* has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or email [playstation@acp.com.au](mailto:playstation@acp.com.au) and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.





# Powerline tips

## PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call ☎ 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
3. New and upcoming PlayStation games information.

4. PlayStation game of the month.
5. This month's Top 10 titles.
6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69 – a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

### POWERLINE

In Australia call  
1902 262 662

press 0 for the  
main menu

press 1 to speak to a live  
member of Team PlayStation

press 2 for cheats heaven and  
have your game code handy

press 3 for new and upcoming  
games information

press 4 for PlayStation game of  
the month

press 5 for this  
month's top 10

press 6 for information on  
PlayStation peripherals

### POWERLINE

In New Zealand call  
0900 97 669

follow the  
instructions

press 1 if you are a  
Power User

press 2 for instructions on operating  
the Powerline system

press 3 to select a game by  
product code

press 4 to select a  
game by name

press 5 for instructions on how to  
connect your PlayStation

press 6 to leave  
a message

## Bust-A-Move 2

00279

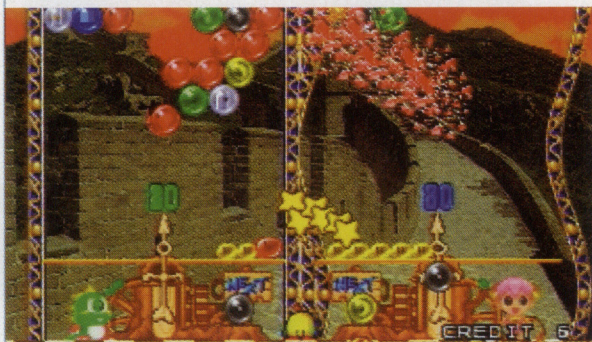
### Cheat One

Play a game, then quit. Then during the demo sequence press **R1**, **↑**, **L2** and **↓** and a small greenish character will appear in the bottom corner.

If you choose Puzzle Game, the words 'Another World' appear below and 135 hidden maps and backgrounds will now be available! If you choose Player Vs Player, a character selection screen appears and you will be able to choose between five available characters. More characters are available depending on how far you have progressed in Player Vs Computer mode.

### Cheat Two

In Puzzle Game mode, while Bubby is on the Start platform, press **←**, **←**, **↑**, **↓**. Then press **L1+L2+R1+R2** simultaneously to access a secret character select screen.



## Gex 3D: Deep Cover Gecko

00596

Pause the game, hold **L2** or **R2** and enter the following cheats to make life a little easier:

Infinite Lives: **↑**, **↑**, **↓**, **▲**, **↓**.

Invulnerability: **←**, **→**, **▲**, **↓**, **→**, **←**.

Level Select: **→**, **→**, **←**, **→**, **▲**, **↓**, **→**.

Hear the One Liners: **▲**, **←**, **●**, **↑**, **↓** and then press **Select** to activate.

Display the Timer: **→**, **▲**, **→**, **←**, **▲**, **×**.

Debug Menu: **←**, **●**, **↑**, **↓**, **→**, **→**, **←**, **▲**, **↑**, **↓** and then press **Select** to activate.





00983

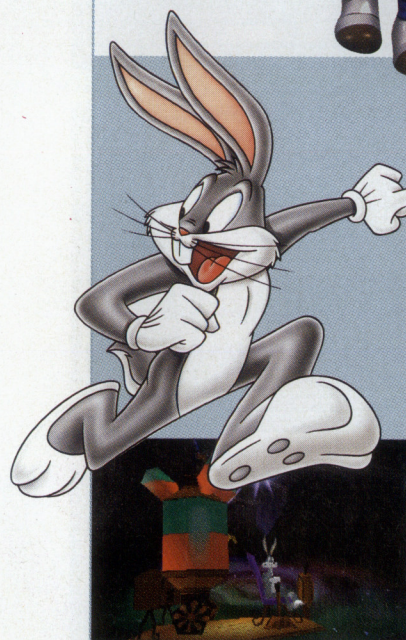
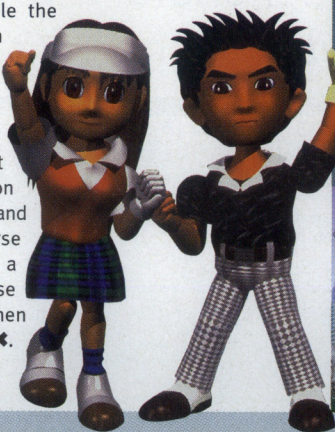
## Everybody's Golf

### For all characters and courses

Remove all your memory cards from the PlayStation. Press and hold on the second controller **L1**, **L2**, **R1** and **R2**. Then with the shoulder buttons still held, press **↑**, **↑**, **↓**, **↑**, **←**, **→**, **→**, **←**, **↑**, **↑**, **↓**, **↑**, **←**, **→**, **→**, **←** on the title screen while the logo is still in motion.

### For left- or right-handed golfers

Highlight a golfer at the character selection screen then hold **L1** and press **×**. To reverse courses highlight a course on the course selection screen then hold **L1+L2** and press **×**.



## Bugs Bunny: Lost In Time

Make Bugs' life a little easier by holding down **R1** and **L2** in the Time or Level Selector of an era, then key in the following sequences:

Full level open: **×**, **■**, **R2**, **L1**, **○**, **×**, **■**, **■**, **■**  
 Full regular carrots: **×**, **■**, **R2**, **L1**, **○**, **×**, **■**, **■**, **○**  
 Full abilities: **×**, **■**, **R2**, **L1**, **○**, **×**, **■**, **▲**, **■**  
 Full energy: **×**, **■**, **R2**, **L1**, **○**, **×**, **■**, **○**, **○**  
 Get a Key: **×**, **■**, **R2**, **L1**, **○**, **×**, **○**, **■**, **■**  
 Death: **×**, **■**, **R2**, **L1**, **○**, **×**, **○**, **○**, **○**

## Rampage 2: Universal Tour

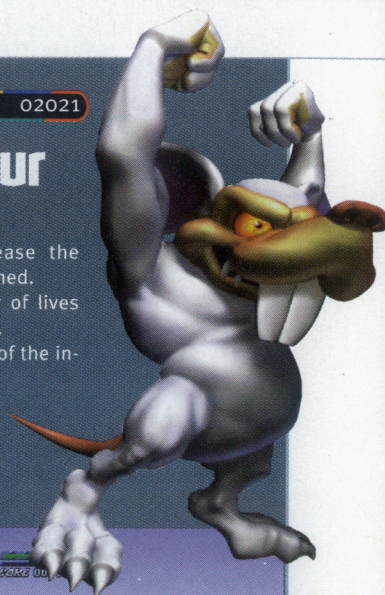
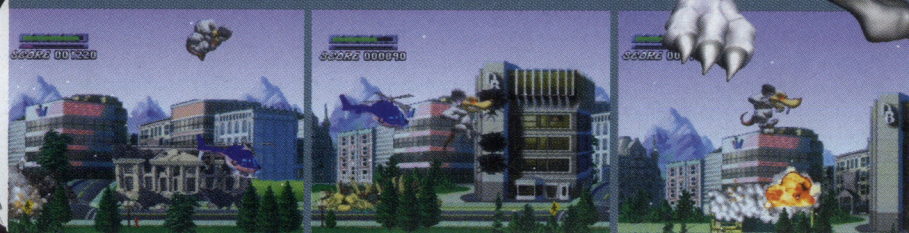
### Secret cheat menu

The following passwords will give you access to a secret Cheat Menu. When the Cheat Menu is activated you will be able to access it via options on the Main Menu. The Cheat Menu will then give you the following cheat options:

- \* A selection of which city to battle in.
- \* The ability to listen to all of the

in-game sound effects.

- \* To increase or decrease the amount of damage sustained.
- \* To change the number of lives you have from one to 100.
- \* To select and watch all of the in-game movies.
- \* To gain access to the Cheat Menu, simply enter the password **B, V, G, G, Y**.



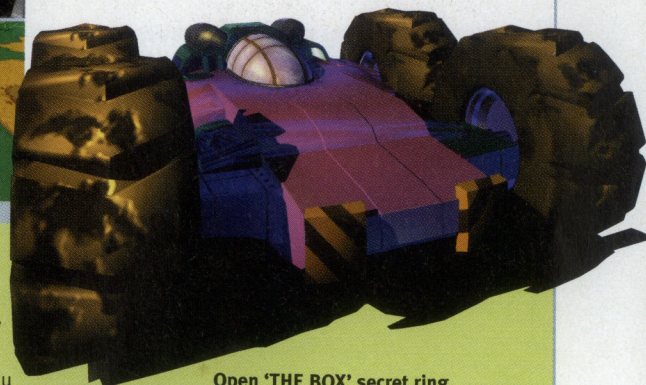
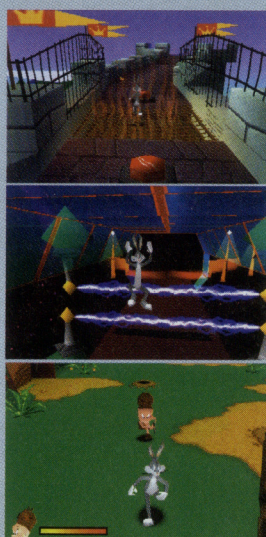
## Rollcage

01660

To gain access to all of the Easy racing circuits, select the Password option from the Main Menu then enter: **E, E, F, N, I, E, B, A**.

To gain access to all of the Hard racing circuits, again select the Password option, then enter: **E, E, F, P, H, M, B, C**. Now select the User Set-up option, choose Difficulty and then switch it to hard.

Get all of the Expert racing circuits by entering this cheat code: **H, E, M, P, C, M, D, D**. Now select the User Set-up options and flick the difficulty level to expert.



## WCW: Thunder

01663

**Make all the heads, hands and feet big**  
 On the Main Menu press **R2** seven times, **R1** once, and then **Select** once. When you get into the fight, your chosen wrestler's head, hands and feet will be bigger. Which is mildly amusing.

### Increase the defensive and offensive attributes of each wrestler

On the Main Menu press **L2** four times, **R2** four times, **L1** four times, **R1** four times, then hit **Select** once. If the code has been accepted, when you select your wrestler you'll be able to adjust the might of their arms, legs, body and head.

### View all the FMV sequences

On the Main Menu press **R1** four times, **L1** four times and **Select** once. You'll now see the introduction video sequence. To skip from one sequence to another, simply hold either **←** or **→** and press **×**. There are over a hundred...

### Open the 'CAGE' secret ring

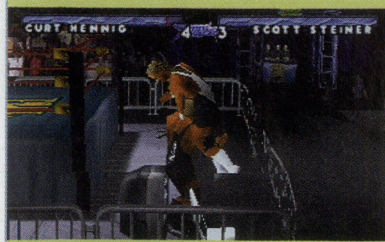
On the Main Menu press the following sequence: **R1, R2, R1, R2, Select**. Look in the Options Menu and you'll see that the Fighting Ring option has changed to 'CAGE'.

### Open 'THE BOX' secret ring

On the Main Menu press the following sequence of buttons: **L1, L2, L1, L2, Select**. If you now look in your Options Menu, you'll see that the Fighting Ring option has changed to 'THE BOX'.

### Open up all hidden wrestler characters

On the Select Player screen press **R1** four times, **L1** four times, **R2** four times, **L2** four times and then **Select** once.





# Wipeout 3

Can't get around the new tracks without pranging your hovership's nose? Here's how best to handle the breakneck speeds and hairpin corners of *Wipeout 3*. What a rush...

CORNER 01

## PORTO KORA - CHICANES

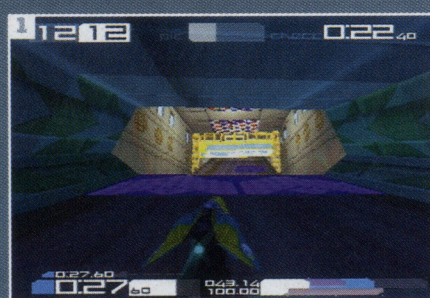
The Porto Kora chicanes shouldn't be treated with too much respect. Chicanes can spell danger in *Wipeout 3*, but the problem here is that you're tempted to slow down when you don't really need to. On this track it's actually possible to sail through in a straight line if you approach it correctly. The trick is to use the power-up squares on the left-hand side [1] of your approach as a guide. Go straight over them and you should be able to fly direct [2] all the way through.



CORNER 02

## MEGA MALL - TUNNEL JUMPS

The consecutive jumps in these tunnels can give you a rough ride. They're fairly narrow, so you don't have much room for taking up a central position unless you're completely alone. [1] Start by sticking to the left-hand wall to fly over all the turbo pads, keeping your power up. After the first jump, move over to the right. The jumps [2] come up sharpish, but there are no tricky corners in between, so don't panic. Simply lift your nose for a smoother ride as you fly across.



CORNER 03

## MEGA MALL - THE DOWNWARD SPIRAL

A key section of the circuit where races are won and lost. Approach from the right [1] over the turbo pad. Unless your speed is immense, you can begin the turn late and curve all the way down the middle of the track. The spiral [2] is a great place to overtake, as other craft tend to take it steadily. As your speed builds, the corners feel tighter, so briefly take your foot off the gas. Nose up at the bottom as the course levels out.



CORNER 04

## SAMPA RUN - NASTY FIRST CORNER

The first corner can be approached at full thrust, but you'll need your racing line sorted. It comes at the point when you're just about hitting full whack [1] and spirals uncomfortably up to the right. Air-brake right just before the bottom of the ramp and you should glide straight up. If you're feeling indestructible, give yourself a bit of a boost with the hyperthrust [2] – but not too much. It's a hike to the pit lane from here...





## CORNER 05

## SAMPA RUN - THIRD TUNNEL SECTION

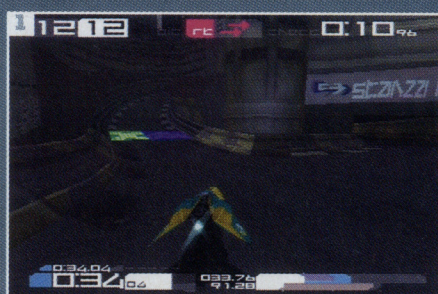
This brings with it a virtually blind right-hand turn. It is deceptively tight, and you also spiral upwards — at one point you can't see daylight and it's difficult to gauge your flight path by the barely visible direction arrows. Approach on the right [1], then angle left before gliding round to the right using your air-brake [2]. As you can't see, taking this corner well is about judging when you should turn. A nasty right-angle corner follows, requiring your right air-brake again.



## CORNER 06

## STANZA INTER - THE LEFT-HAND PATH

After the first couple of bends you can choose a meandering tunnel or a narrow pass — take the pass [1]. The tunnel's too dark to take at speed. On the left-hand path, gather speed and prepare for a succession of mighty dips. Keep your nose up. A nasty chicane awaits. Begin a gentle right turn just before you fly beneath a red Advance sign [2]. Equally gently, angle round the inside of the left turn into the straight to steal the lead from ships emerging from the tunnel.



## CORNER 07

## STANZA INTER - CHICANE RAMP

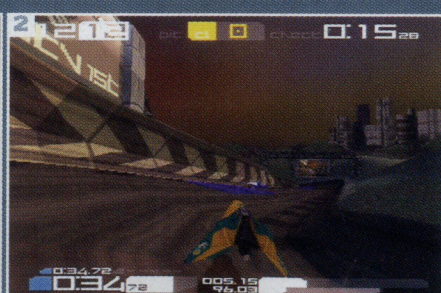
After negotiating the left (or right) paths and a couple of sharp bends, it's possible to fly at full throttle to the start/finish line [1]. Fast, nimble finger work will get you through the tight chicane leading to the upward ramp. Once you spot the chicane, hug the left wall so you can enter the ramp without slowing or twisting violently [2]. At the top, pull your nose up and you won't have to brake to take the oncoming right.



## CORNER 08

## HI-FUMI - HAIRPIN BEND ALERT

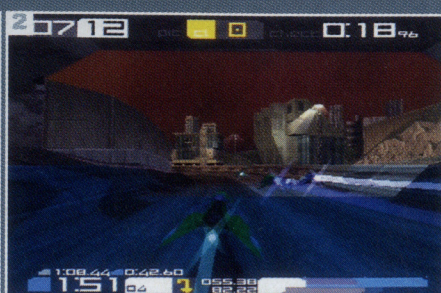
It's the build-up to this 90-degree right-hander that makes it so tricky. The track is already curving to the right when you approach, making it difficult to spot and even harder to choose your racing line. Taking up a central position to carve the gentle corner should put you in an ideal position [1]. On seeing the safety sign, move left and deploy your right air-brake — hard! If this doesn't work, keep your central position and use both air-brakes to slow right down [2]. You'll lose time, but not as much as in a nasty spill.



## CORNER 09

## HI-FUMI - SINGLE LANE TUNNEL

You may regret building up impressive speed when you enter this tunnel. Start on the left-hand wall because the tunnel glides left [1], but find the middle once it straightens as the gentle turn suddenly turns bad. It can be taken without using air-brakes, which may swing your tail out wider than you can afford, but you're advised to tap briefly off the thrust to slow yourself down. The tunnel's too narrow for errors. Overtaking is a no-no [2]. Don't even attempt it. In fact, drop off slightly if you are on another ship's tail.





CORNER 10

P-MAR PROJECT - BANKED CURVE

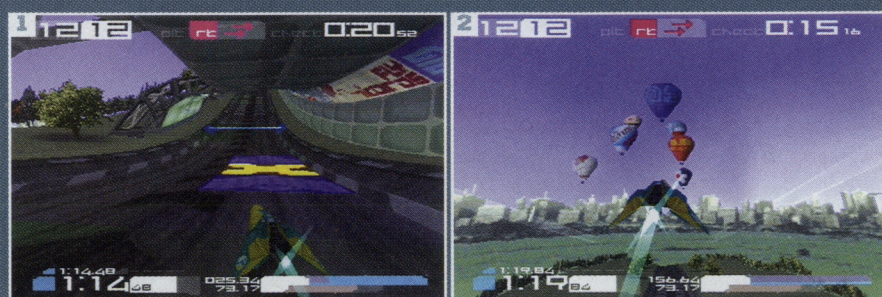
After the first few gentle bends, you'll be building up some speed when this upward right-hander hits you [1]. It's not that you have to slow down, more that the upward lift alone slows you down. Drift to your left on the approach and you'll find that the road opens up for you. What at first appears to be a sharp curve becomes easy to conquer [2]. Once you've found the comfortable banked turn, you should even be able to use your hyperthrust to keep up the momentum.



CORNER 11

P-MAR PROJECT - MASSIVE JUMP

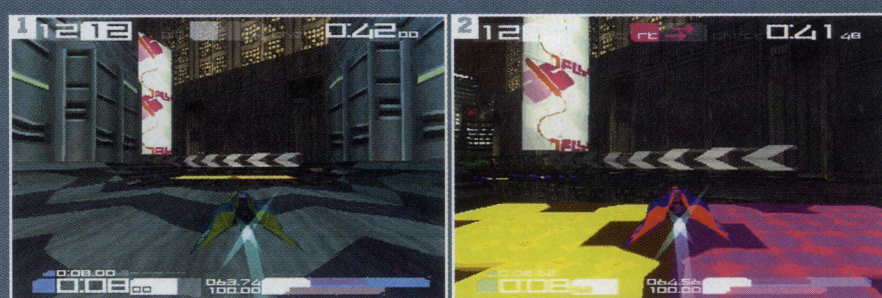
This sky-high leap needs to be judged just right. It's a great place to sail over your opponent's head, having built up extra speed going over the preceding turbo pads [1]. Pull your nose up as you begin to hurtle towards the track [2]. As you land, a tricky section of bends awaits and you'll need to tame your speed almost immediately upon landing to make it through unscathed. Unlike the other jump on P-Mar, hyperthrust will not be enough to take you over these corners.



CORNER 12

MANOR TOP - TRICKY START

Manor Top is unusual in that it's a track where you might not want to get off to a turbo-boosted start. At the end of the opening straight is a nasty left turn [1] that might creep up on you a bit too quickly. If you want to go for it, take a middle line, double air-brake and pull left. This should get you round the corner and swing you over the power-up on the break of the right-hand side of the bend [2], rather than the turbo pad which is less than ideally situated.



CORNER 13

MANOR TOP - RIGHT ANGLE TURNS

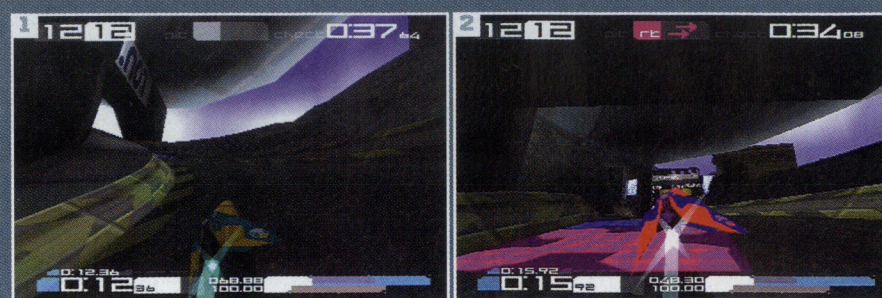
On seeing the blue and white chevroned direction signs [1], prepare to concentrate on this series of uncomfortable bends. You can try using one air-brake on each corner, but if your speed is anything other than pedestrian, you'll find that you need to use both to glide you round the corner. Some of these corners can be cut as there's a gap between the posts and the insides of the corners. For the other corners, swing wide and glide round from a tight angle [2].



CORNER 14

TERMINAL - UPWARD SPIRAL

You'll arrive having raced down from the starting straight with little trouble. Approach from the right and veer left to take the inside line all the way up [1]. Turbo pads are littered at regular intervals to keep you going [2]. Tap on your hyperthrust and beware that the pit lane on this track's not the easiest to access. When you level out at the top, adjust your nose angle so you don't land too heavily on the straight. You'll need to be fully in control for the corners ahead.

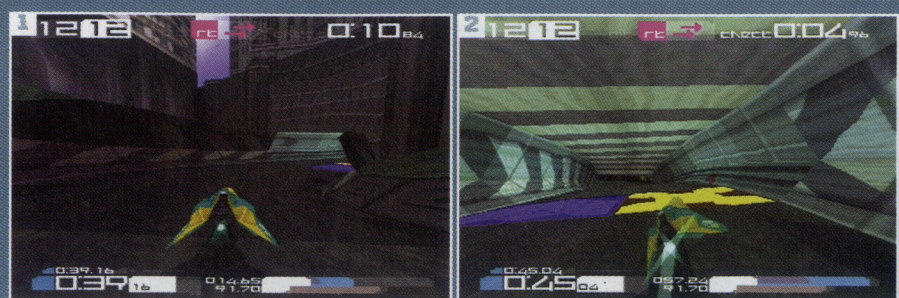




CORNER 15

TERMINAL - TREACHEROUS TUNNEL

After coming off the straight that follows the upward spiral, you enter what appears to be a fairly routine tunnel [1]. Despite the fact that the first corner is a fairly harsh one, it's easy to see it coming. The real problem comes halfway through the tunnel, with a sudden nasty left-hander. The inside corner of the bend juts out quite a long way, and it is all too easy to misjudge it. So, rather than taking the inside line of the corner, approach it centrally and then use your air-brakes to swing around the middle/outside of the corner. This will also enable you to fly over the power-up on the right.



CORNER 16

TERMINAL - NARROW CORNER

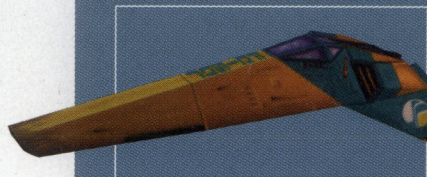
The problems that this tough right-hander can create are exacerbated by its extreme narrowness – there's very little room for error. If you do somehow manage to hurtle round it going a little too fast, you've immediately got a tricky tunnel to deal with. Sooner or later you are bound to crash but keep experimenting with your racing line.

Quick tip? Try double air-braking to slow you down just enough to gain full control on your turn [1]. Tip your nose down as you go round and it'll regain some speed for you as you fly smoothly down into the tunnel.



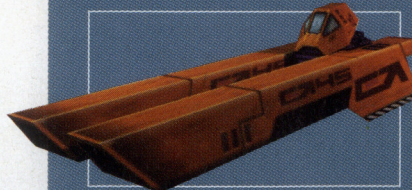
## A FULL FLEET OF SHIPS

### FEISAR



The beginner's favourite. Not the fastest ship in the world, but its sturdy build, cosy handling and sharp acceleration allows the novice to recover with ease from frequent scrapes and spills.

### GORTEKI-45



The strong shield might allow you to bludgeon your way through the opposition with this cumbersome lump of industrial lard. It's a good course-learner, but that pretty much says it all. Crude and uncultured...

### AD-SYSTEMS



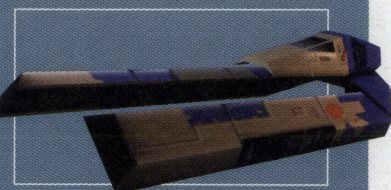
Sensitive steering allows for tricky twisting and turning if you need it, giving an overall smoother ride. But the ship lacks the bite that's required to take on more experienced opposition.

### PIRANHA



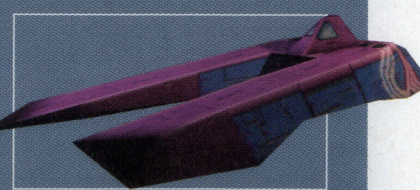
Top-grade handling makes for a silky ride, particularly potent on gentler courses and longer bends. However, low shield energy means you'd be advised to steer well clear of the rough boys. Use to show off your flying skills, but avoid dogfights.

### AURICOM



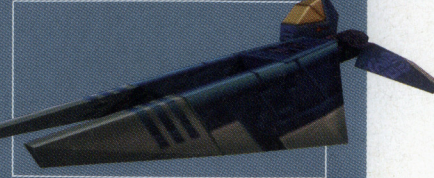
Auricom is another good all-rounder... And sometimes slow and steady wins the race. However, repeated racing and fighting reveals a lack of spark in any department, limiting the fun to be had on-board.

### QIREX



Definitely one for the veterans and the mavericks. Big, hard and fast, its girth and guts are a powerful plus, but its embarrassingly large turning circle makes it extremely difficult to manoeuvre around corners and chicanes.

### ASSEGAI



Fast, and extremely manoeuvrable, this nimble master craft becomes beautiful putty in the hands of an expert. Beware, however, its paper aeroplane quality shield, which makes it all too easy to crash and burn.

### ICARUS



Hidden hover ship alert! A craft so secret that even Psygnosis didn't have a drawing of the damn thing. Despite being sluggish off the mark, Icarus can hit top speeds that leave the rest of the field languidly admiring its behind.



# Music 2000

Think *Music 2000* would be easier to master if you spun discs for a living? You'd be right. DJ Antman shows you the moves to make the grooves.

PHOTOGRAPHY CATH MUSCAT LOCATION THE SWINEY GLOBE





### Step 1

Think about what sound you want to design or create. If you are hitting a brick wall, go and grab your favourite CD and listen to it. Whilst you are listening to the CD, try and pick out all the different instruments that are used. A good way of doing this is putting on headphones, as you don't get other sounds interfering.

**Hint:** Go for the current sounds you hear in clubs or on the radio to start with. Later you can try more alternative sounds. Kraftwerk and Led Zeppelin didn't achieve their sound overnight!

### Step 2

Once you have decided on your music style, load up your PlayStation with *Music 2000* and follow the prompts. Make sure you

have a Memory Card installed! Press **U** and go through the sample riffs with the **←↓↑→** buttons, pressing **Start** to listen to them.

**Hint:** Find a drum loop and catchy bass line first.

### Step 3

If you like the samples, pressing **X** will load them on to the main screen. You can have a look at all the sounds you have chosen at any time during the game by pressing **●** and selecting 'Riff Palate'. Remember to load in a bass/drum loop to start with.

**Hint:** Only start by using four to six tracks and four bars. Then you can use this as a template and cut, copy and paste it later.

### Step 4

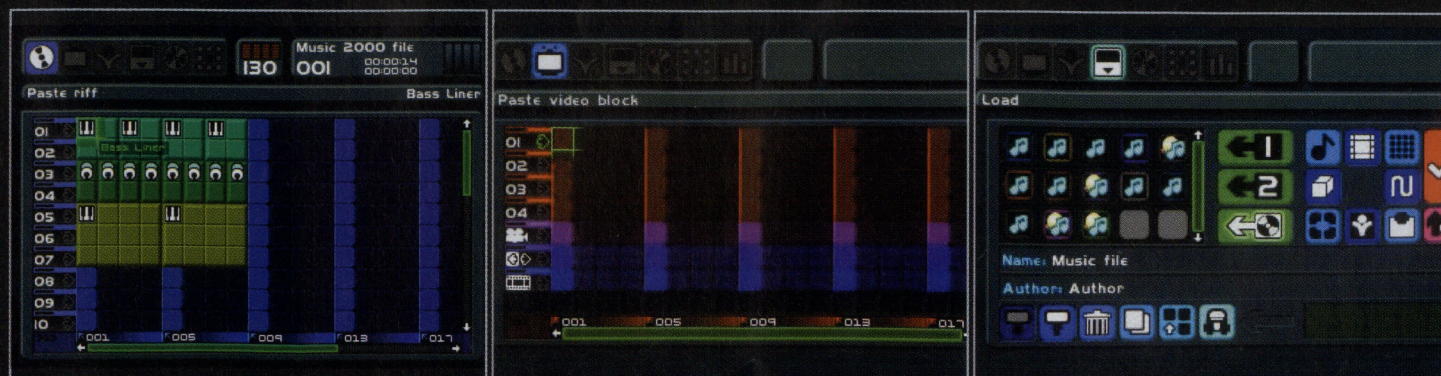
Once you are happy with the combi-

nation, you will need to add some minimal wood sounds like shakers, tabankas or bongos, depending on the genre of music you have chosen. If you are going for a rock and roll sound, then adding a snare and Hi Hat combination will do. Listen to these new samples and then load them on to your riff palate. You can listen to what you have created by pressing **▲** and getting yourself back to the mixer screen. Press **Start** to listen to what you have done so far.

**Hint:** Certain instruments will not sound good together, that is why *Music 2000* categorises the music genres, making it is easier to choose the right combinations.

You can also import or load samples from your favourite CD by going into the CD facility, loading in a CD and recording it. Your recorded sample will then be held as a sample on your riff palate, along with any other sample you have chosen.

*Music 2000* transforms the PlayStation into a recording studio.







## Step 5

Now you can expand this to cover not just four bars but perhaps 16, and create the basic drum loop and bass line, which will be heard throughout most of the track. To do this, you have to move the cursor on the main mixer screen to the top left-hand corner of the riff you have created. Press **Select** and then highlight the copy by using the arrows. Once the area is selected, press **X** and move the cursor to the next section of four bars or more and press **X** again to paste it to the mixer. Pressing **▲** will cancel the cut and paste mode.

**Hint:** Build up your tune so it comes to a climax like a best selling novel. Build up, climax and then conclusion.

## Step 6

If you make a mistake press **●** and

select 'Undo'. Now you should have a basic track with bass line, beats and some extra percussion sounds, ready for a melody to be added. A melody would normally come after eight bars of instrument intro. It is important to have a catchy melody for track A. Look for a melody under the genre of music you are creating using the **U** button.

**Hint:** Allow at least eight bars of music to pass before adding your melody. This will be the key to your verses and chorus.

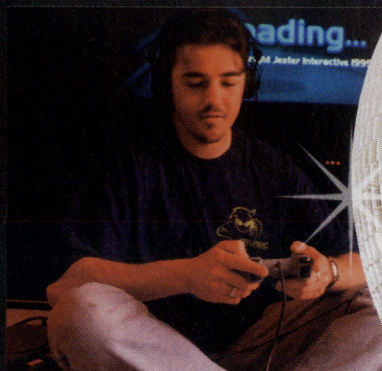
## Step 7

Once you have picked a melody, add it to the mixer panel on the main screen. Remember, all the riffs are stored on the riff palate.

Once you have added the melody to your other samples, have a listen to your track by moving your cursor back to the beginning and pressing **Start**. You can now go and choose your vocals for the verses and chorus by







DJ Antman producing wicked tunes with *Music 2000* and then listening to the final mix.



pressing **L1** and selecting 'Singing' or 'Rapping'.

**Hint:** Make sure your melody goes for around eight bars.

## Step 8

Four verses is all you will need to place onto the track before adding a chorus. Make sure that all the words make sense when you put them together. You should structure your song around four verses, then a chorus. Repeat this two times, then add an instrumental break.

**Hint:** Play around with short three- or four-word chorus lyrics — this will be the hook for your track.

## Step 9

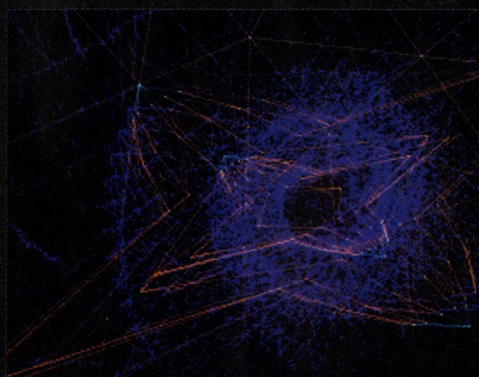
Load your new track onto your Memory Card by pressing **▲** whilst on the main screen, and moving the cursor across the top icons to the Memory Card icon. Press **✕** and follow

the prompts to save your song. You can add a video to it as well by going into the video facility, pressing **●** and choosing the Auto Generate video. This will add outstanding visuals to your track.

## Conclusion

These are the basic steps to creating a track. Add to your sample to experiment further. Have fun!

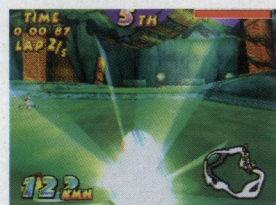
*\* DJ Antman has been a professional DJ for over 10 years and is a resident DJ at many of Sydney's most respected clubs. Antman recently opened one of the largest clubs in Shanghai and is currently working on producing his own single, due for release in March 2000.*





# any questions?

*Speed Freaks* got you baffled? Flabbergasted by *Shane Warne's Cricket '99*? *PSM* is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or email [playstation@acp.com.au](mailto:playstation@acp.com.au). Sorry, but we can't give cheats over the phone or reply to letters or email requests individually.



Use your rocket boosters to tackle those harsh corners in *Speed Freaks*.

## SPEED FREAKS

**Q:** My sister and I have been beating each other's lap times in *Speed Freaks*, but it's now at the point where I can't beat her! Any inside clues on how to shave a few seconds off?

**Hazi Lazeroffski, WA**

**A:** Those carts can be slippery little suckers at times, especially in the later levels. Fortunately, they've ensured the little vehicles are capable of defying the laws of physics and can spin in mid-air. You'd think that might be a downside, but it does mean that on the really tight corners you can use the little jumps to get airborne, then twist the car slightly to land at a good angle and race off round the corner.

Another good

trick for taking the really harsh corners is to use your rocket boosters. Save a bit of energy, and as you slide into the corner, fire the jet boost and carve into the turn. You'll cut a load off the turn and keep a good tight line into the next straight. Liberally spraying bombs as you slide round corners also does you a lot of favours in the competition stakes.

## SHANE WARNE'S CRICKET '99

**Q:** I'm having trouble with *Shane Warne's Cricket '99*. How do you bowl the batters out? Every time I try to hit a six I get caught out – even with the secret Superman password. How can I bat better?

**Scott Parsons, via e-mail**

**A:** Well Scott, all the answers can be found in *PSM 221*! But because we're such nice folk here in *PSM Towers*, I'll let you in (again) on a few secrets when playing *Warne's Cricket*.

**Batting:** When batting, choose your shots carefully



and your timing must be 'spot on', especially when going for a six. If your timing is perfect, then hitting regular 'sixers' won't be that uncommon. If the fielders are in, this is the time to go for it. Even if you didn't strike the ball perfectly, it should still clear them and score a safe boundary.

Similarly, short balls are the best to hit for a six – provided you're in the correct position. You should also get into the habit of pulling when using a six shot. By playing a regular shot with the six button, you'll usually be caught out. For consistent but conservative batting, a straight drive with a normal shot works the best.

**Bowling:** Computer and human opponents must be approached differently in this game. Against the computer, field placement is the key and your bowling should be adapted for your field to catch the batsmen out. When bowling to human opponents vary pace

Whack sixers off short balls in *Shane Warne's Cricket '99*.







## CRASH BANDICOOT 3

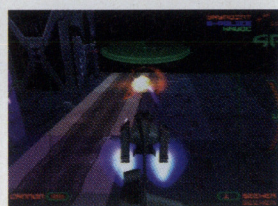
**Q: Yo Rich, how the hell can I get 105% completion on *Crash: Warped*?**

*Liam Nesbitt, WA*

**A:** Well Liam, most people manage to get to the end of Crash's third outing on the PlayStation — but for total completion you've got to go that bit further. First, get hold of all the relics and gems; not much of a challenge except for those hidden in the special levels, Hot Coco and Eggipus Rex.

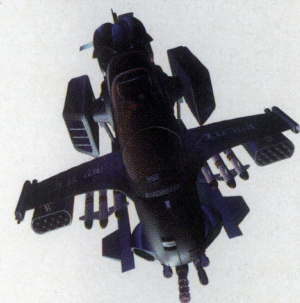
To get into Hot Coco head for level 14. Ride halfway across until you spot a crossing sign on the left-hand side. Run into the sign and you'll be transported to the secret level. To reach Eggipus Rex take the yellow gem ride until you bump into a huge dinosaur that chases Crash. Let the second pterodactyl catch you and you'll be whisked to level 32.

Once you've picked up the extra relics, skip over to Crash's sister near the save spot and bag the clear gem. You'll then be able to see the firework display that celebrates your 105%ness. While you're in the vicinity, you may as well stop off and pick up the extra five lives, too. Take the yellow gem ride to the end of the run and use a double jump to leap over the gem at the end, then double jump to clear the steel wall. Five lives are then yours for the taking.



Try out the level passwords below for the ultimate blast-a-thon in *G-Police: Weapons Of Justice*.

between balls. If you can get the batter to mistime their shot, then you're much more likely to get a wicket.



## G-POLICE: WEAPONS OF JUSTICE

**Q: I have just bought *G-Police: Weapons Of***

**Justice and am finding many of the levels quite hard. Can you please provide some cheat codes to help me out? You guys rule!**

*Jimmy D, WA*

**A:** Here are some passwords for you to play around with. Try inputting these at the password screen and head straight to the level that you were after. Happy blasting!

Level 2: Octopi  
Level 3: Brains  
Level 4: Fingerz  
Level 5: Banana  
Level 6: Jungle  
Level 7: Voodoo

Level 8: Squeak  
Level 9: Dundee  
Level 10: Teapot  
Level 11: Butter  
Level 12: Indigo  
Level 13: Stroud  
Level 14: Elixir  
Level 15: Liquid  
Level 16: Staple  
Level 17: Shirts  
Level 18: Apples  
Level 19: Gadget  
Level 20: Tanuki  
Level 21: Salads  
Level 22: Duffco  
Level 23: Phones  
Level 24: Assert  
Level 25: Oxygen  
Level 26: Joypad  
Level 27: Active  
Level 28: Menace  
Level 29: Window  
Level 30: Agenda







## FINAL FANTASY VIII

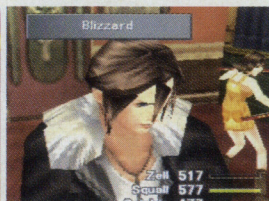
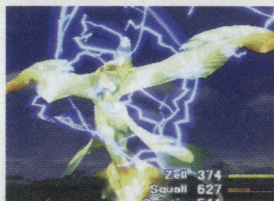
**Q:** I never thought that *Final Fantasy VII* would be bettered, but gladly I have been proven wrong with *FFVIII*. My mates and I have found it pretty tough going lately and we would like to know how to get Guardian Forces. Any tips?  
Tom, QLD

**A:** Welcome to the weird world of Guardian Forces in *Final Fantasy VIII*. Kind of a cross between materia and the summon spells in *Final Fantasy VII*, they're absolutely vital for success in the game. They also tend to display human emotions in as much as they develop new skills over time, and even suffer mood swings and jealousy if put in close contact with each other. For example, in a battle they won't react as powerfully or as quickly if

more than one is junctioned to a character at a time. So you have to make sure you can pick the right one for a situation, while at the same time building up an ever-increasing range of them for specialist action.

Although there aren't that many in the game, finding them all can prove difficult because they're hidden away. By the end of the first disc you'll have potentially found around seven. You can pick some up in the natural course of the game, like Shiva and Quetzalcoatl, while others you'll have to draw out from the bosses and sub bosses as you progress through the game. The fundamental rule is to always draw in a major battle because you never know what might turn up. It's also worth equipping all your characters with the draw skill, because you never know which one might croak and leave you without the possibility of having a new Guardian Force sitting in your bag. Told you so!

Guardian Forces hold the key to success in *Final Fantasy VIII*.



## WILD 9

**Q:** Can you pass on any cheats/solutions for *Wild 9*, as I am well and truly stuck? Many thanks!

Gordon Hunt, via e-mail

**A:** It'd be an absolute pleasure to help you on your way! Try these codes on for size...

### 10 Grenades

To gain 10 grenades, pause the game and press **RI**, **X**, **RI**, **→**, **■**, **→**, **■**. You should hear a chime if the code was entered correctly.

### 10 Missiles

To gain 10 missiles, pause the game and press **X**, **○**, **RI**, **→**, **▲**, **X**, **▲**. You should hear a chime if the code was entered correctly.

### 99 Lives

This can take a while but is definitely worth it. In the Centerscape level, the first pylon that blocks your view of Wex has a '1-Up' in it. Just jump up and get it. Now press

## DINO CRISIS

**Q:** There are plenty of locks in *Dino Crisis*, and they are causing me plenty of headaches. I've been told you're the one to ask, Richie. Help me!  
Claude, Vic

**A:** *Dino Crisis* relies on code-based puzzles to get through to the next section. Most are tricky involving subtraction of key letters from the

code sequence, or picking up numbers and then inputting them in sequence into other locked things. All manner of Crystal Maze style nonsense! Let's just give you the codes.

### First the DDK disks...

DDK H — Head  
DDK N — Newcomer  
DDK L — Laboratory  
DDK E — Energy

DDK W — Waterway  
DDK S — Stabilizer  
DDK D — Doctorkirk

### Next the number codes...

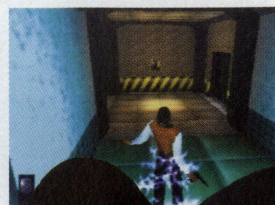
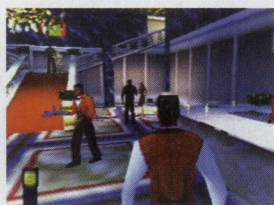
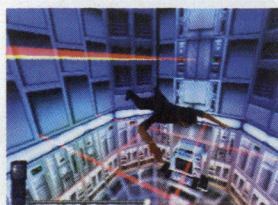
First wall safe — 7687  
Second wall safe — 1281  
SOL and LEO wall safe — 705037  
First computer code — 47812  
Second computer code — 5037  
Third computer code — 3695  
Fourth computer code — 367204

Fifth computer code — 0204

Check out the pipe puzzle room, which is also tricky. The task is to activate the six control panels in the right order to trigger the generator. Think of the panels on the left as 1, 2 and 3 and the ones on the right as 4, 5 and 6. Flick them to the following colours: panels 3 and 4 to red, panels 2 and 5 to green, and panels 1 and 6 to blue.







Some of the missions do seem impossible in *Mission: Impossible*.

**Start** to pause the game, then hit **Select** to quit the level.

Enter the Centerscape level again and the 1-Up will reappear. Repeat as desired up to a maximum of 99 lives.

## MISSION: IMPOSSIBLE

**Q:** Could you please tell me how to get through level 11 in *Mission: Impossible*? Every time I hire the game, I can only get this far and it's getting very frustrating.

**Any chance of a few clues?**

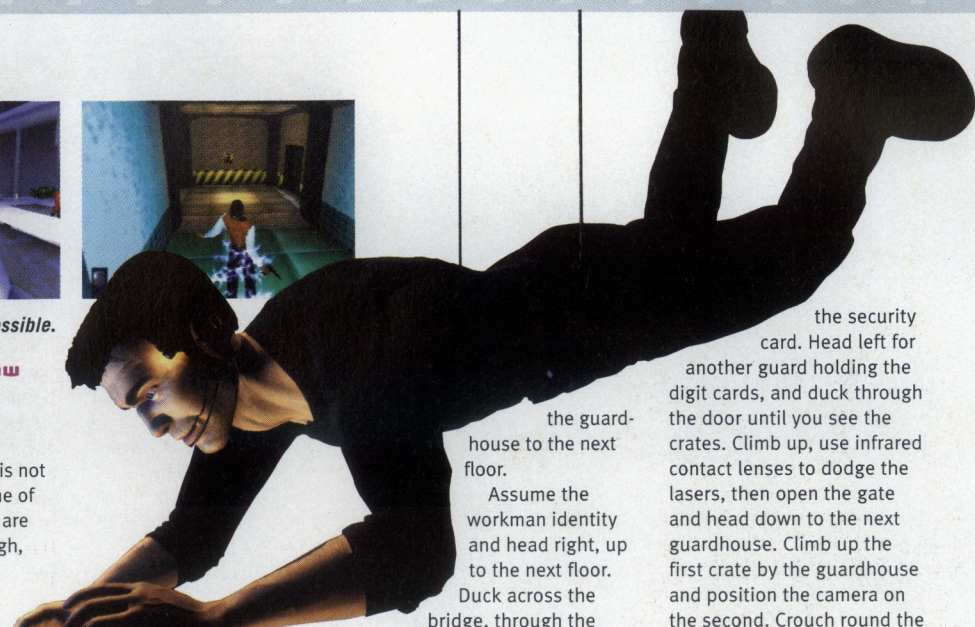
Brian, NSW

**A:** Well Brian, this game is not quite impossible but some of the stages (like this one) are challenging. To get through, you'll have to kill all the guards very quickly or you'll get arrested. Duck round the corner and climb the crates near the guardhouse. Hit the button ahead to deactivate the electric floor. Flick the next button to switch off the lights. Down on the previous floor, duck

into the guardhouse on the right for ammo. Bear left out of the next door until you reach a gate in the fence. Go through, climb the crates by the fence, and get on top of

the guardhouse to the next floor. Assume the workman identity and head right, up to the next floor. Duck across the bridge, through the door and down the left-hand steps to the panel. Hit the button to fix the lights and head up to the helicopter pad. Paralyse the chopper and dash down the left-hand stairs, killing the guard for

the security card. Head left for another guard holding the digit cards, and duck through the door until you see the crates. Climb up, use infrared contact lenses to dodge the lasers, then open the gate and head down to the next guardhouse. Climb up the first crate by the guardhouse and position the camera on the second. Crouch round the back of the guardhouse and wait for security clearance. Pick up the camera and head through to the next floor where you'll find Candice. There, that's level 11 complete. Now, your turn...



# Cheats

Australia's Largest

Hotline !

\* A large range of USA (NTSC) Titles

## PlayStation

- 001 Ace Combat 2
- 002 Actua Soccer 2
- 003 Actua Soccer 3
- 004 Adidas Power Soccer
- 005 Advan racing
- 006 Alien Trilogy
- 007 Akuji The Heartless
- 008 Alone in the Dark 2
- 009 Andrei Racing
- 010 Anamniacs: Ten Pin 2
- 011 Apocalypse
- 012 Armoured Core 2
- 013 Army Men 3D
- 014 Aryton Senna Kart Duel
- 015 Assault Rigs
- 016 Assault: Retribution
- 017 Asteroids
- 018 Auto Destruct
- 019 Azure Dreams
- 020 B Movie
- 021 Battle Arena Tosh 3
- 022 Battle Arena Tosh 2
- 023 Beast Wars: Transform
- 024 Bio Freaks
- 025 Blast Chamber
- 026 Blast Radius
- 027 Blasto
- 028 Blood Omen
- 029 Bloody Roar
- 030 Bloody Roar 2
- 031 Bomberman world
- 032 Brain Dead 13
- 033 Brigandine
- 034 Bubsy 3D
- 035 Bushido Blade 2
- 036 Bust-a-Groove
- 037 Bust-a-Move 4
- 038 C: Contra Adventure
- 039 Capcom Gen. 1
- 040 Capcom Gen. 2
- 041 Cardinal Sin
- 042 Cart World Series
- 043 Chocobo Racing
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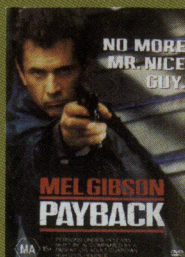
Downloading is the part of the magazine where you turn from passive readers into interactive users. Here are your letters; instructions on how to use the demo CD; game ideas that you've come up with; and a buyer's guide to help you get shopping for games. Don't just read *PSM*, experience it!

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Garbage





## DVD Reviews

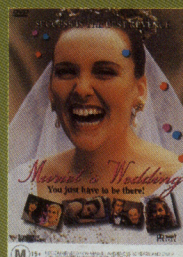


## Payback

The ever-indestructible Mel Gibson plays Porter — a tough criminal sort — in an adaptation of Richard Stark's novel, *The Hunter*. More pointedly, *Payback* is a remake of John Boorman's gritty classic, *Point Blank*. Gibson's character is shot and left for dead by his partner in crime and spends the rest of the film hell bent on revenge and his share of the loot. Violence ensues as Gibson wades through armies of Chinese mafia and crooked cops on his quest for cash. Among the film's plethora of interesting characters he meets one Lucy Lui, who plays a hooker with a sadistic bondage fetish. Fine by us. Featuring a top funk and blues soundtrack, *Payback* is no classic, but it's better than *Lethal Weapon IV*. Or *V* or *VI* or... **JC**

Price: \$34.95 | Rating: MA | Release date: Out now | Extras: A few horribly cut interviews.

Verdict: Mel is no Mr Nice Guy and there are no extra thrills for DVD owners. | 5/10



## Muriel's Wedding

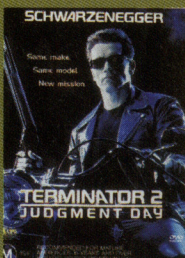
*Muriel's Wedding* is the endearing story of Muriel Heslop, a quirky girl from the small, backwater town Porpoise Spit, who is obsessed with getting herself hitched...

After moving to the 'big smoke' for a fresh start, Muriel's life takes a few twists and turns as she embarks on a 'self discovery' journey. Even the not-so-clucky types will enjoy watching Miss Heslop finally become a 'Mrs', even if it's not with Mr Right!

*Muriel's Wedding* played a big hand in catapulting Australian cinema onto the world stage and also helped Rachel Griffiths and Toni Collette kick-start their international careers. In a nutshell, this is one top Aussie flick. **RY**

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Trailers and biographies.

Verdict: A funny and entertaining Aussie flick. | 8/10



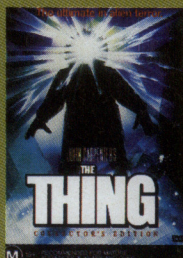
## Terminator 2

In 1991, *Terminator 2* was rated as cutting edge. It had it all — a titanic budget, a handful of stars and some swanky effects. This DVD version is like stepping back in time and remembering how significant this movie really was. The clarity of the footage allows you to re-live your appreciation of this special effects masterpiece.

For the few of you who don't know, here are the basics... Arnie is a cyborg that's been sent back in time to protect Sarah Connor (Linda Hamilton). She's in danger from a more advanced cyborg, the T-1000, which has also returned. That's pretty much it really... But cool nonetheless! **RY**

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Original trailer, biographies and

enhanced features for DVD-ROM PCs. | Verdict: Fantastic effects are a highlight. | 9/10

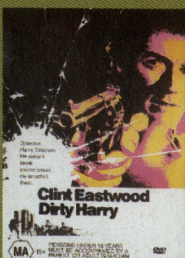


## The Thing

John Carpenter's remake of this classic B movie is a metaphor for '50s America and the nation's fear of communism. On a more basic level, *The Thing* is a taut thriller set in an Antarctic scientific research base. Kurt Russell is an all-action scientist who discovers an alien being buried under the ice. This parasitic life form infiltrates the base and threatens to wipe out humanity. Not knowing what it is, the scientists turn on one another in an attempt to destroy it. *The Thing* is paranoid, tense and incredibly frightening, with a horrifically dark ending. The brilliant extras featured on this DVD make this cult classic an essential purchase. **NJ**

Price: \$34.95 | Rating: M | Release date: Out now | Extras: Documentary, commentary, production

archive, photos, storyboards, location design, out takes and notes. | Verdict: Classic paranoid horror. | 9/10



## Dirty Harry

Tough-as-nails San Francisco cop Harry Callahan played by Clint Eastwood (dubbed 'Dirty Harry' by his fellow officers) is on the trail of a ruthless serial killer. The killer, calling himself Scorpio, is attempting to hold the city to ransom, but most of all, enjoys toying with our Clint. *Dirty Harry* is a movie chock-full with classic scenes such as when Harry has to leg it from phone to phone to take calls from Scorpio, and anyone remember "Do you feel lucky, punk?"

Fact: *Dirty Harry* is still one of Clint's best action films and, despite the lack of any DVD treats, it comes highly recommended. **JC**

Price: \$34.95 | Rating: R18+ | Release date: Out now | Extras: None | Verdict: The original, the

best, and the most powerful handgun in the world. | 8/10



## I Still Know What You Did Last Summer

Julie James (the gorgeous Jennifer Love Hewitt) hasn't been the same since last summer. And neither will you if you're unlucky enough to have to see this shocker. Julie and her best friend Karla win a trip for four to the Bahamas, but the moment they hit the picturesque island, havoc ensues with the predictable return of the fisherman with the world's biggest right hook. The film is packed with horror clichés and rehashes the already tired approach and storyline of its predecessor, offering none of the cleverness or irony of *Scream*. There's no suspense and it doesn't even produce genuine scares. Another sequel on the way... Now that's terrifying! **JH**

Price: \$34.95 | Rating: MA | Release date: Out now | Extras: Biographies, trailer, featurettes,

and music video. | Verdict: Find something else to do this summer. | 3/10



## Net Sites

Every month *Official PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

### GRAN TURISMO 2

[www.playstation-europe.com/gt2](http://www.playstation-europe.com/gt2)

*Gran Turismo 2* is a pure thoroughbred. Who ever thought that those geniuses at Polyphony could ever better the fantastic original? This excellent site has all the official information on *Gran Turismo 2* so you know what you're reading is the truth! Find out all of the game's features, see the massive list of car manufacturers involved in the game, and check out some top screenshots.



### TOY STORY 2

[disney.go.com/worldsofdisney/toystory2](http://disney.go.com/worldsofdisney/toystory2)

The official Web site for this animated gem has all the lowdown on all the characters and the cast, and you can find out who's who behind the characters' voices. The cool movie trailer is also viewable and there is plenty of information on the PlayStation game itself.



### MR POTATO HEAD

[www.fun1st.com.mrpotato.html](http://www.fun1st.com.mrpotato.html)

One of the stars of *Toy Story 2* is also a shining star on the Internet! Mr Potato Head is in the thick of the action in the movie. He also has plenty of Web sites dedicated to him, but this is *PSM's* top choice. Check out the wacky pictures of him in costume and around the world. There are plenty of links for you to explore as well.



### IT REALLY IS AN ODDWORLD

[www.oddworld.com](http://www.oddworld.com)

*Abe's Oddysee* was just the first in a quintet of Oddworld games, and while it may be taking some time to bring out the successors on PS2, Lorne Lanning and co. are conjuring up an entire mythology. According to them, Oddworld is 10 times the size of Earth. Check this site out - it's enlightening, fascinating and worrying!



### MUSIC 2000

[www.codemasters.com/index2.htm](http://www.codemasters.com/index2.htm)

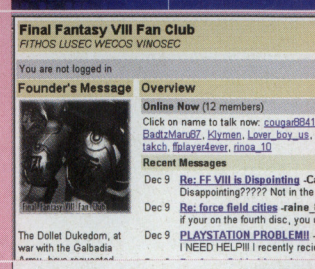
*Music 2000* is more a program than a traditional PlayStation game. The capabilities and options of this beast are absolutely fantastic. This site is posted by its creators at Codemasters and has all the features, music videos, reviews and even jams of the program.



### FINAL FANTASY VIII FANCLUB

<http://clubs.yahoo.com/clubs/finalfantasyviiiifanclub>

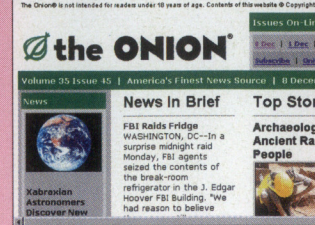
Naturally the most anticipated game of 1999 has many followers. If you're totally addicted to the role-playing king, then we suggest you pop over to this site and join the fan club. There are plenty of *FFVIII* clubs to join but this one has the most members. Get some game tips or just chat about your favourite game.



### THE ONION

[www.theonion.com](http://www.theonion.com)

If dry humour is your thing then you'll love The Onion, the end-result of a bunch of crazy people that have way too much spare time on their hands! The wacky and weird stories on this site are plentiful and downright hilarious. Great for a chuckle.



## CD Reviews

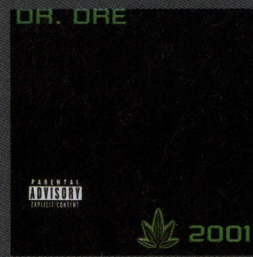
### Beck *Midnite Vultures* (Geffen)



A most clever man is Mr Beck Hansen. One minute he's a hip-hop hobo with a nice line in pre-millennial ennui, the next he's a genre-splicing hipster with a nicer line in chart-bustin' rhymes. *Midnite Vultures* takes the boychick's lyrical stew and ladles it over a musical medley of George Clinton p(arty)-funk (*Nicotine and Gravy*), burbling elektro, cheeseball rap (*Hollywood Freaks*) and prime Prince balladry (the cod-epic *Debra*). Unlike his legion of imitators, Beck somehow makes the whole thing gel, and despite all those knowing nods to '80s kitsch and Beck's more ludicrous couplets ("We drop lobotomy beats/Evaporated meats!"), *Midnite Vultures* comes across as the genuine article. **MG**

Verdict: A funky irony-free treat. | 9/10

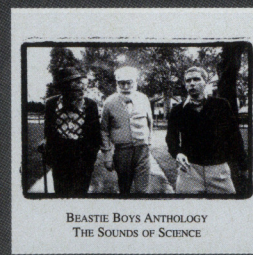
### Dr. Dre *2001* (Interscope)



Dr. Dre may have been responsible for one of the great hip-hop albums of the '90s with 1992's *The Chronic*, but since then the Wu-Tang Clan have revitalised rap. What has the good doctor got left to offer? Nothin' much. Snoop crops up again, Eminem steps into the fray and Mary J Blige stretches her vocal chords on *The Message*. But to what effect? Is anyone outside Class 5b really interested in a record about oral gratification and 'funny' cigarettes? *Let's Get High* and *Pause For Porno* seem to have been written with giggling teenagers in mind. Except it's not funny when you hear someone with talent and integrity reduce themselves to this level. Change the record, Dre. It isn't funny anymore. **DM**

Verdict: Rap for Green Day fans. | 4/10

### Beastie Boys *The Sounds of Science* (Grand Royal/Capitol)

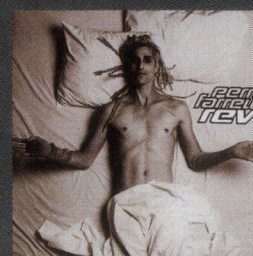


From hardcore punks to hip-hop heroes via a bloody great pile of VW badges. *Fight For Your Right* damaged the Beastie Boys' public image, and for an age they were perceived as the clown princes of rap. In truth they were far deeper than that (as anyone who picked up 1989's much-feted *Paul's Boutique* knows) and their output this decade (most recently, *Hello Nasty*) consolidated their position as doyens of cool.

This massive 42-track retrospective proves their clout, from early hardcore punk to that ultimate mainstream credit, a Fatboy Slim remix, all via the ubiquitous *Fight For Your Right*, and a liberal sprinkling of the rare, the familiar and the obscure. Whether you've got most of this or not, this is the definitive Beastie Box. **DM**

Verdict: Most definitely, what'cha wantt. | 8/10

### Perry Farrell *Rev* (Warner Bros. Records)



To a certain extent, Perry Farrell has used his music to lead a new cultural revolution. Through his work with *Jane's Addiction* and *Porno for Pyros*, Perry has been an influential identity to many followers - particularly in the US.

Perry's stature has now extended past music and has slowly filtered into wider society. *Rev* is a collection of Perry's favourite works and both of his band's biggest chart hits. Only two new tracks are showcased on *Rev*. Both of them (*Rev* and *Whole Lotta Love*) prove that Perry still has that inner-genius that took him to where he is today.

With little new material, this album is essentially a collector's edition. If you're an ardent fan of the great man, this one's for you. **RY**

Verdict: Not your usual mind-numbing 'best of' album. | 8/10



# Take Up The Challenge

Consider yourself an accomplished player? In this new section, *PSM* puts your skills to the test. The following challenges have been set by the gaming Gods in the *PSM* team to test your mettle.



## Sled Storm

Score over 2000 points in the *Sled Storm* demo on this month's CD.



## Bushido Blade

When a fight starts, run away from your hapless opponent using **L1**. Keeping the run button pressed, try to take out your opponent by swinging your weapon wildly and timing your approach until you deal the fatal blow. This is fantastic in two-player mode after a good drinking session. See who can do the most ridiculous, extravagant approach before making a kill. Great fun.



## V-Rally 2

Complete the *V-Rally 2* demo in under two minutes to prove you're a master driver.



## Everybody's Golf

Play a round on Course 3. Very good players should score at least 10 under par, brilliant players at least 15 under.



## Centipede

Score over 101,000 in the demo of this retro shoot 'em up.



## Gran Turismo

Driving a Cerbera LM, complete the Trial Mountain course in as quick a time as possible. Very classy drivers should be able to clock a lap time of under 1.07.00. Any overall time under 2.20.00 is excellent.

## Crash Team Racing

Race the final boss Nitrous Oxide at Oxide Station in the adventure mode. If you can string three sub 1.20.00 laps together, you're a Grand Master Crash.



## International Track & Field

Run the 100m under 7.4 seconds for a world class time.



## Quake II

Everyone knows the rush you get when you pack *Quake*'s most lethal weapon, the BFG. For this challenge you need to be able to play the game in multiplayer mode with a group of violence-seeking friends. Set the drag limit to unlimited and choose The Shaft. Head for the shaft itself in the centre and float up to the top red level where you'll see half a ladder. Jump onto it and climb up to the little platform that conceals the BFG. Collect the super-weapon and try to disintegrate as many poor souls as you possibly can using only the BFG. Not easy.



## Challenge of the Month | Tony Hawk's Skateboarding



In career mode using Andy Reynolds, try and score the most amount of points possible in a single run on the warehouse level. A minimum of three tapes must be achieved. If your score is higher than 50,000, you're a master skater and should submit your entry to our high score table.

Send us proof of your killer score by photographing the screen or sending us a videotape. If your score is the highest received by the end of the month, you'll be immortalised as a gaming guru in the pages of April *PSM* and sent the game of your choice from this month's reviewed titles.

**Tips for taking photographs:** Using a fast film and turning off the flash to cut down on screen reflection, point the camera at the telly and snap away. The darker the room, the better.

**Tips for taking videos:** We only need you to record your score, so pop in a video (you'll need a spare channel on the video for your PlayStation) and press Record.

Send this coupon and proof of your score to Take Up The Challenge, Official PlayStation Magazine, PO Box 4083, Sydney NSW 1028. Sorry, but we cannot return videos and photographs unless you include a self-addressed envelope with the appropriate postage paid.

Name:

Age:

Address:

State:

Postcode:

Phone:

Score:

Choice of Prize:

Evidence:





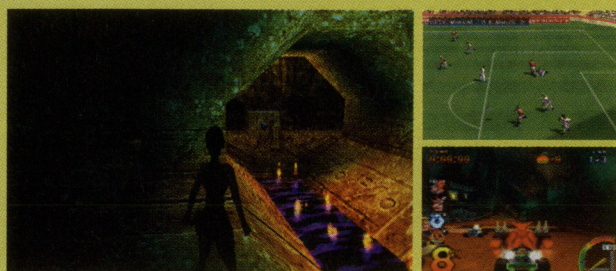


## TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lives... Here, in its entirety, is the *PSM* Top 40 - thanks to Hmart and GfK.



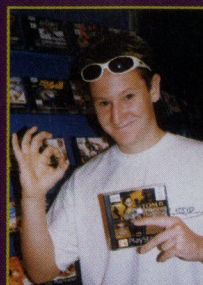
Cor blimey! At the time of going to press, the latest sales charts for PlayStation software was not available to *PSM*. In our unending pursuit to bring you the most accurate information first, here's what's keeping the punters happy in the UK.



Pos	Name	Developer	Distributor
1	Tomb Raider: The Last Revelation	Eidos	Ozisoft
2	FIFA 2000	EA Sports	EA
3	Crash Team Racing	Naughty Dog	Sony
4	Tomorrow Never Dies	Black Ops	EA
5	This Is Soccer	Sony	Sony
6	Medal of Honor	Dreamworks	EA
7	Colin McRae Rally Platinum	Codemasters	Ozisoft
8	Music 2000	Codemasters	Ozisoft
9	Driver	Reflections	GT
10	Final Fantasy VIII	Square	Sony
11	Dino Crisis	Capcom	Ozisoft
12	Rayman Platinum	Ubisoft	Ubisoft
13	Star Wars: The Phantom Menace	LucasArts	Metro
14	Grand Theft Auto 2	DMA Design	JOAG
15	WWF Attitude	Acclaim	Acclaim
16	Spyro 2: Gateway To Glimmer	Insomniac	Sony
17	Resident Evil 2 Platinum	Capcom	Ozisoft
18	Worms Armageddon	Team 17	Hasbro
19	Lego Rock Raiders	Lego Media	Sony
20	Gran Turismo Platinum	Polyphony	Sony
21	Crash Bandicoot Platinum	Naughty Dog	Sony
22	Tomb Raider 2 Platinum	Eidos	Ozisoft
23	WCW Mayhem	EA	EA
24	FA Premier League Manager	EA	EA
25	FA Premier League Stars	EA	EA
26	Xena: Warrior Princess	Universal Interactive Studios	EA
27	Sled Storm	EA	EA
28	LMA Manager	Codemasters	Ozisoft
29	Rugrats	THQ	GT
30	Lego Racers	Lego Media	Sony
31	Formula One '99	Psygnosis	Sony
32	Grand Theft Auto Platinum	DMA Design	Jack
33	Tekken 2 Platinum	Namco	Sony
34	Micro Machines v3 Platinum	Codemasters	Ozisoft
35	MGS: VR Missions	Konami	GT
36	Knockout Kings 2000	EA	EA
37	Action Man: Mission Xtreme	Interactive Studio	Hasbro
38	Mission: Impossible	Infogrames	Ozisoft
39	Brian Lara (Warne's) Cricket	Codemasters	Ozisoft
40	Croc 2	Argonaut	EA

## TALKING SHOP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



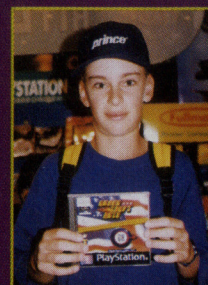
10



Name: Neil  
Occupation: Student  
Bought: *Tomb Raider: The Last Revelation*

And why...

"Why else? Lara really has the body from heaven!"



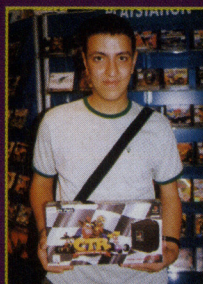
8



Name: Jeremy  
Occupation: Student  
Bought: *Grand Theft Auto: London 1969*

And why...

"I've seen it at friends' houses before and it's really exciting to play."



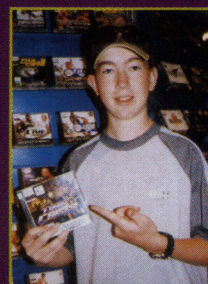
9



Name: Robert  
Occupation: Student  
Bought: *Crash Team Racing Pack*

And why...

"I think it's the best racer ever for the PlayStation. Probably the best kart game of all time..."



9



Name: Bryan  
Occupation: Student  
Bought: *Time Crisis*

And why...

"This is the game that'll allow me to blast things into a bloody pulp!"

Official PlayStation Magazine

## RECOMMENDED

Resident Evil 3 Nemesis



*Nemesis* takes you back to Raccoon City where once again you'll face an enormous army of zombies. Jill Valentine is back for more, but this time there is a dark new evil lurking. The *Nemesis* provides you with a fantastic battle throughout the game. **9**

Gran Turismo 2



Apart from the brilliant gameplay, the features alone sound impressive enough! The new rally mode, over 600 car models, 33 major car manufacturers, real engine audio and 60 new licence tests should be enough to please anyone. **10**

Wy-Tang: Taste The Pain



*Taste The Pain* is satisfyingly brutal and has the arenas, characters and combos to keep all gamers happy. Four-player mode is a 'must try'. Don't get whacked with a sledgehammer, they tend to do a lot of damage! **8**

Tomb Raider 4: TLR



In Lara's latest adventure she pops over to Egypt for more puzzle-solving and exploring. *The Last Revelation* is massive and beautiful, just as we have come to expect from the Core creative team. It takes the cake for being the best *Tomb Raider* game ever. **10**



Australia's No.1 retailer for Sony PlayStation games

# Kmart

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# PlayStation Platinum



Hercules  
Save 4.00.  
Now 34.95.



Mickey's  
Wild  
Adventure  
Save 4.00.  
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Time Crisis  
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Crash  
Bandicoot  
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Crash  
Bandicoot 2  
Save 4.00.  
Now 34.95.



Medieval  
Save 4.00.  
Now 34.95.



Tekken 3  
Save 4.00.  
Now 34.95.



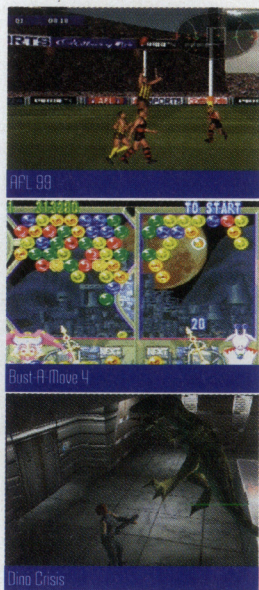
Gran Turismo  
Save 4.00.  
Now 34.95.





# grey matter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.



Title	Style	Price	Icons	Description	Score
40 Winks	3D adventure	\$89.95 NZ\$119.95	1	An excellent adventure incorporating great puzzles and massive levels	8
A Bug's Life	3D platformer	\$69.95 NZ\$79.95	1	Slow-paced, colourful platformer that young kids will love	7
AFL 99	Aussie Rules	\$89.95 NZ\$99.95	4	The quintessential Australian game finally on PlayStation, and it's great fun	7
Alundra	RPG	\$79.95 NZ\$89.95	1	Zelda for the PlayStation – compulsively addictive	8
Ape Escape	3D platformer	\$69.95 NZ\$79.95	1	The monkeys will drive you bananas in this challenging platformer	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95 NZ\$59.95	4	Cute, fun, tennis action – multiplayer mode is a winner	8
Apocalypse	Shoot 'em up adventure	\$89.95 NZ\$99.95	1	Bruce Willis in gun-toting, frenetic, 3D scrolling adventure	8
Bloody Roar 2	Beat 'em up	\$89.95 NZ\$99.95	2	A fine, quick, responsive fighting machine to unleash the animal in you	8
Bust A Groove	Dance 'em up	\$69.95 NZ\$79.95	2	If Saturday Night Fever were a game, then this would be it	8
Bust-A-Move 4	Puzzle	\$89.95 NZ\$99.95	2	Simple yet infuriatingly addictive puzzle game	8
Carmageddon	Killer driving game	\$89.95 NZ\$109.95	2	Offers a great two-player mode and a boot load of cars and tracks to run riot on	7
Chocobo Racing	Kartoonly racer	\$69.95 NZ\$79.95	2	A finger lickin' good kart racer. Great fun against a buddy	7
Chessmaster 2	Chess sim	\$89.95 NZ\$99.95	1	If you want to learn or play chess, look no further than this	8
Colin McRae Rally	Rally sim	\$49.95 NZ\$69.95	2	A compulsory purchase for all racing fans	9
Colony Wars: Vengeance	Space combat	\$59.95 NZ\$99.95	1	Challenging and compelling space combat	9
Command & Conquer	Strategic warfare	\$39.95 NZ\$49.95	1	Military strategy on a very small scale	8
Cool Boarders 3	Snowboard racer	\$69.95 NZ\$79.95	2	Excellent downhill snowboard racing and trickery	8
Crash Bandicoot 2	Platformer	\$39.95 NZ\$39.95	1	The best value-for-money platformer on the market	9
Crash Bandicoot 3	Platformer	\$69.95 NZ\$79.95	1	Loads of variety and brilliant fun for fans of the bushy browed marsupial	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95	4	Fantastic party game that stars the world's favourite bandicoot	9
Croc 2	3D platformer	\$79.95 NZ\$99.95	2	Reptilian fun complete with gobbos, special challenges and even boat racing	8
Dead or Alive	Beat 'em up	\$69.95 NZ\$79.95	2	Another interesting slant on the fighting game	8
Destruction Derby 2	Racing game	\$39.95 NZ\$39.95	1	Great value crash-and-smash racing	8
Devil Dice	Puzzle	\$59.95 NZ\$59.95	5	Eccentric puzzler which intrigues and frustrates	8
Die Hard Trilogy	Arcade adventure	\$39.95 NZ\$39.95	1	Three good games for the price of one	8
Dino Crisis	Action-adventure	\$89.95 NZ\$99.95	1	Nasty Jurassic adventure for your PlayStation – suitably gory	9







Title	Style	Price	Icons	Description	Score
<i>Driver</i>	Car chaser	\$89.95 NZ\$99.95		A new concept in driving games, gorgeous to look at, satisfying to play	9
<i>Duke Nukem: Time To Kill</i>	Shoot 'em up adventure	\$69.95 NZ\$59.95		Humorous but violent 3D blaster	8
<i>Everybody's Golf</i>	Arcade golf	\$69.95 NZ\$69.95		One of the best sports games you can buy	8
<i>Evil Zone</i>	Beat 'em up	\$89.95 NZ\$109.95		Girl power hits the fighting circuit	8
<i>FIFA 99</i>	Soccer sim	\$79.95 NZ\$79.95		Stunning visuals and lots of fun to play	9
<i>Final Fantasy VIII</i>	Role-playing game	\$89.95 NZ\$99.95		A role-playing masterpiece and one of the most mesmerising games ever	10
<i>Final Fantasy VII</i>	Role-playing game	\$39.95 NZ\$39.95		An epic role-playing adventure that everyone can enjoy	10
<i>Formula 1 '99</i>	Motor racing sim	\$79.95 NZ\$99.95		This is a comprehensive F1 game with superb handling and visuals	8
<i>Gex: Deep Cover Gecko</i>	Platformer	\$89.95 NZ\$119.95		Great-looking platformer with a sense of humour	7
<i>G-Police: Weapons Of Justice</i>	Flight-sim/shooter	\$69.95 NZ\$69.95		Great dogfighting and flying gameplay – an excellent sequel to the original	8
<i>Grand Theft Auto 2</i>	Criminal action-adventure	\$89.95 NZ\$119.95		Controversial and addictive, GTA2 will have you in a virtual underworld of crime.	9
<i>Gran Turismo</i>	Sports car racing	\$39.95 NZ\$39.95		The best racing game ever made	10
<i>International Track &amp; Field</i>	Athletics sim	\$29.95 NZ\$49.95		Finger-bashing multiplayer sports frenzy	7
<i>ISS Pro '98</i>	Soccer sim	\$79.95 NZ\$109.95		The best soccer sim on the planet	9
<i>Jonah Lomu Rugby</i>	Rugby sim	\$89.95 NZ\$109.95		The best (and only) rugby sim out there	8
<i>KKND: Krossfire</i>	Strategic warfare	\$89.95 NZ\$109.95		Fantastic Australian-made warfare strategy game	9
<i>Knockout Kings 2000</i>	Boxing sim	\$79.95 NZ\$99.95		Fantastic champions and great looks make this the best boxing-sim out there	8
<i>Kurushi Final</i>	Puzzle	\$69.95 NZ\$69.95		An enthralling mental workout for PlayStation owners	7
<i>Legacy Of Kain: Soul Reaver</i>	3D adventure	\$89.95 NZ\$109.95		<i>Tomb Raider</i> with vampires	9
<i>Le Mans 24 Hours</i>	Touring car racing	\$79.95 NZ\$99.95		No challenger to the <i>Gran Turismo</i> games, but a strong racer in its own right	8
<i>Madden NFL 2000</i>	American football sim	\$89.95 NZ\$99.95		American football for the PlayStation – eight-player action is great fun	8
<i>MediEvil</i>	Arcade adventure	\$39.95 NZ\$39.95		Fun and very playable adventure romp	7
<i>Metal Gear Solid</i>	Sneak 'em up adventure	\$89.95 NZ\$119.95		Simply the best game ever made	10
<i>Metal Gear Solid: Special Missions</i>	MGS training missions	\$49.95 NZ\$69.95		<i>Metal Gear</i> devotees will love it, but it doesn't have the magic of the real game	7
<i>Micro Machines V3</i>	Dinky racer	\$49.95 NZ\$59.95		Cute and addictive mini racing action	9
<i>Mortal Kombat 3</i>	Beat 'em up	\$89.95 NZ\$39.95		A fun, old-style, gory beat 'em up	8
<i>Motorhead</i>	Racing game	\$49.95 NZ\$69.95		Underrated futuristic arcade racing game	9
<i>MTV Sports: Snowboarding</i>	Snowboarding sim	\$89.95 NZ\$119.95		A fine, more trick-orientated rival to the <i>Cool Boarders</i> games	8
<i>Music 2000</i>	Music creation	\$79.95 NZ\$119.95		An improved interface with more options, this is better than its predecessor	9
<i>NBA Live 99</i>	Basketball sim	\$89.95 NZ\$99.95		The best basketball game on the PlayStation	9
<i>Need For Speed: High Stakes</i>	Racing game	\$79.95 NZ\$99.95		Race the cops on open roads in high-performance sports cars	8
<i>NHL 2000</i>	Ice hockey sim	\$89.95 NZ\$99.95		Fast and furious, this is the supreme ice hockey simulation	9



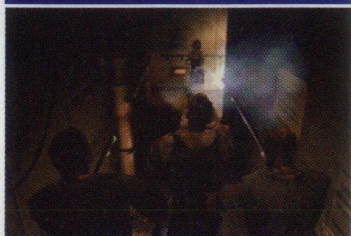




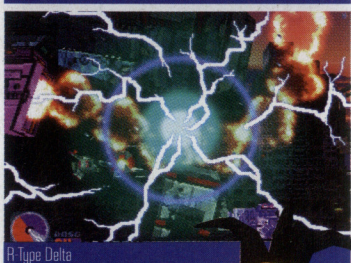
Oddworld: Abe's Oddysee



Omega Boost



Resident Evil 3 Nemesis



R-Type Delta



Shane Warne Cricket

Title	Style	Price	Icons	Description	Score
Oddworld: Abe's Exoddus	Platform adventure	\$69.95 NZ\$69.95		More engaging and quirky platform adventuring	8
Oddworld: Abe's Oddysee	Platform adventure	\$49.95 NZ\$49.95		Full of bright ideas and originality	9
Omega Boost	3D shooter	\$59.95 NZ\$69.95		The best 3D shooter available on the PlayStation	8
Pac-Man World	Platformer	\$59.95 NZ\$69.95		Celebrate Pac-Man's 20th birthday with this silky-smooth platformer	8
Player Manager 99	Soccer management	\$79.95 NZ\$79.95		One of the best soccer management titles yet	8
Point Blank 2	Lightgun blaster	\$59.95 NZ\$69.95		Highly addictive puzzle game with a gun – a great sequel with the Doctors	7
Quake II	First-person shooter	\$89.95 NZ\$99.95		An extremely impressive conversion to the PlayStation. Don't miss this one!	10
Rainbow Six	Tactical combat	\$89.95 NZ\$119.95		Negotiate for some hostages and threaten the terrorists	8
RC Stunt Copter	Helicopter flight sim	\$89.95 NZ\$99.95		Tricky and fun radio-controlled helicopter mayhem	8
Resident Evil 2	Scary adventure	\$49.95 NZ\$109.95		More horrific, zombie-filled, 3D adventuring	10
Resident Evil 3 Nemesis	Scary adventure	\$89.95 NZ\$99.95		A brilliant and horrific adventure that will challenge even the best gamers	9
Re-Volt	Arcade racer	\$89.95 NZ\$99.95		Radio-controlled racing madness through urban-fantasy worlds	7
Ridge Racer Type 4	Arcade racer	\$79.95 NZ\$89.95		The finest arcade racing game that your money can buy	9
Rival Schools	Beat 'em up	\$89.95 NZ\$109.95		Perfectly balanced fighter – great two-player mode	9
Rollcage	Futuristic racer	\$89.95 NZ\$89.95		Fast and furious, it's Wipeout on wheels	9
R-Type Delta	Shoot 'em up	\$89.95 NZ\$109.95		Retro blasting to make you weep with happiness	8
Shane Warne Cricket '99	Cricket sim	\$89.95 NZ\$119.95		Joy as cricket comes to the PlayStation	9
Shadow Man	3D action adventure	\$89.95 NZ\$109.95		Big and challenging adventure worth a try	7
Silent Hill	Horror adventure	\$89.95 NZ\$119.95		Plenty of gory stuff packed into this disc – don't play this game alone	8
Sled Storm	Snowmobile racer	\$89.95 NZ\$99.95		A very playable game that has great jumps, shortcuts and crazy tricks	8



RC Stunt Copter



Re-Volt







dual shock



link cable



mouse



steering wheel



gun



multitap



memory card



neg con



analog



no. of players

greymatter

Title	Style	Price	Icons	Description	Score
<i>Speed Freaks</i>	Kart racing	\$69.95 NZ\$79.95		Cheerful multiplayer racing game with colourful characters and tracks	8
<i>Spyro 2: Gateway To Glimmer</i>	3D adventure	\$69.95 NZ\$79.95		Cute 3D platformer with much charm and challenge	9
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95 NZ\$109.95		Accurate and compelling simulation of an amazing movie	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95 NZ\$119.95		The best of the <i>Street Fighter</i> bunch	9
<i>Super Puzzle Fighter 2</i>	Puzzle	\$89.95 NZ\$119.95		Hilariously mad Japanese puzzle antics	6
<i>Syphon Filter</i>	3D adventure	\$69.95 NZ\$79.95		Multiple objectives keeps this espionage game interesting	8
<i>Tarzan</i>	Platformer	\$79.95 NZ\$79.95		Solid kids platformer with great graphics, strong characters and good variety	7
<i>Tekken 3</i>	Beat 'em up	\$39.95 NZ\$39.95		The beat 'em up to beat all beat 'em ups	10
<i>Time Crisis</i>	Lightgun adventure	\$39.95 NZ\$39.95		The grooviest, bloodiest lightgun adventure	9
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95 NZ\$79.95		Amazingly realistic and detailed racing car sim	9
<i>Tomb Raider: The Last Revelation</i>	3D adventure	\$89.95 NZ\$119.95		Atmospheric, beautiful and well-crafted for unlimited exploration	10
<i>Tony Hawk's Skateboarding</i>	Skateboarding sim	\$89.95 NZ\$99.95		Finally a skating game worthy to add to your collection	9
<i>Um Jammer Lammy</i>	Musical party game	\$59.95 NZ\$69.95		The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes	8
<i>V-Rally 2</i>	Rally racer	\$89.95 NZ\$109.95		Unprecedented quality in a rally game – isn't that reason enough?	10
<i>Vigilante 8</i>	Driving combat	\$89.95 NZ\$89.95		Funky car chases and blasting action	9
<i>Warzone 2100</i>	Real-time strategy	\$89.95 NZ\$109.95		3D graphics and gameplay are unprecedented in this genre	9
<i>Wild Arms</i>	RPG	\$59.95 NZ\$59.95		Slick and polished RPG for true fans	9
<i>Wipeout 3</i>	Futuristic racer	\$79.95 NZ\$89.95		A great looking racer with an excellent, pumping soundtrack	10
<i>Wu-Tang: Taste The Pain</i>	Beat 'em up	\$89.95 NZ\$99.95		The famous rappers star in this nasty beat 'em up. This one's violent and gory...	8
<i>WWF Attitude</i>	Wrestling	\$89.95 NZ\$99.95		Slap on some oil, throw on some fancy clobber and may the wrestling begin...	8



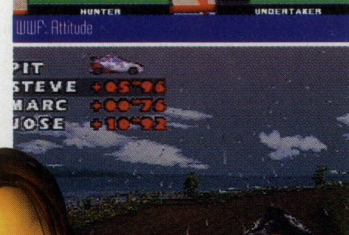
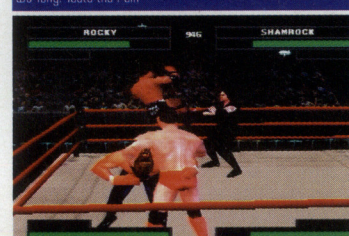
Speed Freaks



Spyro 2: Gateway to Glimmer



Wu-Tang: Taste the Pain



Tony Hawk's Skateboarding



Wipeout 3



V-Rally 2



Syphon Filter



Tekken 3



WWF Attitude



on the cd

PlayStation Magazine

on the cd

Publisher: **Activision**

Style: **3D platformer**

Program: **Playable demo**

## Toy Story 2

What better way to enter a new millennium than with the adorable spaceman himself — Mr Buzz Lightyear, hero of the '90s and an icon on which all young adolescents can model themselves.

You join the plastic one mid-crisis as Woody has been kidnapped by Al, the toy collector, and has ended up in the boot of a car, perhaps never to be seen again... It's up to you and Buzz to save him.

You start off in Andy's house, where the full game also begins. Find Rex outside Andy's room to get some hints and tips, then explore the rest of the house (including the attic, garage and basement).

You need to find five hidden tokens. Buzz is an agile guy so watch out for areas where you can climb, slide, stomp and push.

### Controls

- Spin/stomp (while jumping) — hold down to charge spin attack
- Fire (hold down to charge laser)
- × Jump
- L1 Switch view
- L2 Camera pan left
- R1 Target lock/status
- R2 Camera pan right
- ← ↓ → Controls Buzz's moves

### Additional features

In the full game you'll be surrounded by your old friends Bo Peep, Mr Potato Head, Rex (the plastic dinosaur), Slinky Dog and Hamm. But you'll have to face your arch-rival, the Evil Emperor Zurg, alone.

### Further information

PSM takes a peek inside *Toy Story*'s toy box on page 60.

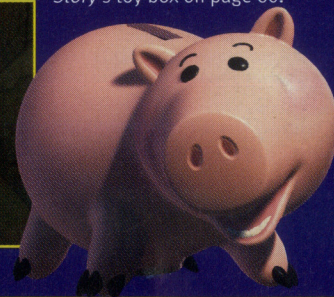
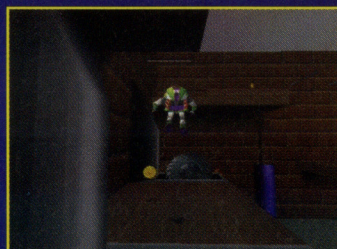
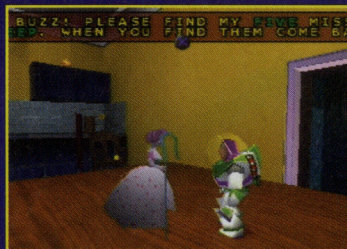
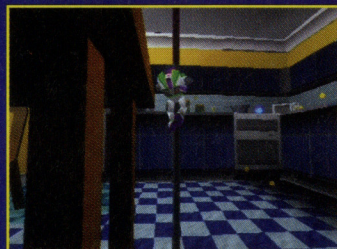
**Step 1:** Pop up the lid and place *PSM*'s disc into your lucky PlayStation.

**Step 2:** Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.

**Step 3:** Cue **Sony**, **PlayStation** and then **Powerline** logos. Finally the game name flashes on a funky background. Like this.

**Step 4:** Scroll left and right with the D-Pad to select other demos and then press **Start** to play.

Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.



Publisher: **Sony**

Style: **Racing sim**

Program: **Video**

## Gran Turismo 2

We know it has been a long time coming, but just to tease you that little bit longer, here's another look at *Gran Turismo 2*, accompanied by an electrifying Propellerheads soundtrack.



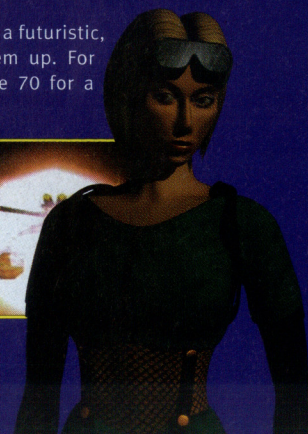
Publisher: **Sony**

Style: **Space sim**

Program: **Video**

## Space Debris

New from Sony, *Space Debris* is a futuristic, mission-based, space shoot 'em up. For more information, turn to page 70 for a review.





Publisher: **GT**Style: **Snowboarding sim**Program: **Playable demo**

## MTV Sports: Snowboarding

Don your 50-inch waist jeans, a jumper that's far too small and a beanie that looks like you were born with it attached to your skull, then try out the training mode and play as either the fresh-faced filly Anna, or rough-and-ready Mitch, and put your trick skills to the test on the Norwegian course.

### Controls

- ▲ Nose grab (in air)
- Switch stance (on ground)
- Grab melon (in air)
- ✕ Jump/trick prep (in air)
- ✕ Grab melon (in air)
- Ollie/jump on rail (on ground)
- Grab mute (in air)
- R1 Hard right (on ground)
- R1 Increase rotation speed (in air)
- R2+■ Grab indy
- R2+▲ Grab nuclear
- R2+● Grab stalefish
- R2+✕ Grab seatbelt
- L1 Hard left (on ground)
- L1 Increase rotation (in air)
- L2+✕+■ Special trick 1
- L2+✕+● Special trick 2

### Additional features

The full game contains 46 unique tricks.

### Further information

PSM gets down to the bear bindings in PSM 29 (page 68).

Publisher: **Electronic Arts**Style: **Snowmobile racer**Program: **Playable demo**

## Sled Storm

When *Sled Storm* crashed through the letterbox, we knew we were in for more of a rough ride than a calm cruise. Hold on to your hats as EA takes you sledging. Choose from Tracey or Jay – Tracey is quick off the mark and easier to handle, while Jay is decidedly unstable and a little bit slow but will do much better at tricks. Your best bet is to race the sled as you would a bike and lean well into the corners.

### Controls

- ↑ Pitch forward
- ↓ Pitch back
- ← Steer left
- Steer right
- Select Change camera
- Start Pause/start
- Brake
- Change stance
- ✕ Acceleration
- L1 Hard lean left
- R1 Hard lean right
- L2+↓ No hander
- R2+↑ No footer
- R2+←+↑ Heel clicker
- L2+▲ Look back

### Further information

Dash over to PSM 28 for more chillin' details on this powder racer (page 74).



## U-Rally 2

One of the most long-awaited demos of all time is finally here. What can we say? Sorry it took so long, but we're sure it'll be worth the wait. You get to try out the Corsican leg of *U-Rally 2*. It's a challenging course where even the more cautious of drivers can come unstuck. True to its real-life counterpart, make the slightest mistake and you'll not only end up all over the shop, but upside down in it as well.

### Controls

- Start Pause
- ← Cursor left
- Cursor right
- L1 Rear view mirror
- L2 Gear down
- R2 Gear up
- ▲ Change camera view
- Handbrake
- ✕ Accelerate
- Brake (hold to switch to reverse gear)

### Additional features

The full game features 16 World Rally Championship cars, over 70 special stages in 12 countries, a stunning four-player mode and an exclusive track editor to boot.

### Further information

Check out the full review back in PSM 24 (page 68).

Publisher: **Hasbro**Style: **Retro shooting sim**Program: **Playable demo**

## Centipede

Another arcade classic comes back to life amid a field of multicoloured mushrooms.

### Controls

- ←↓↑→ Move the shooter (also left and right stick)
- ✕ Confirms menu selections and fires main weapon
- Fires special weapon/makes ship faster in arcade mode
- Jump
- ▲ Cancel out of menu/view from Wally's eye level
- L1 Strafe left
- L2 Cycle through special weapons
- R1 Strafe right
- L2 Cycle through special weapons
- Start Pause and unpause
- Select Changes camera view

### Additional features

The full game has 23 levels over four worlds.

### Further information

Crawl to page 74 of PSM 30 for a review.







Publisher: **Sony**  
Style: **Retro platformer**  
Program: **Playable demo**

## Pac-Man World

Everybody's favourite Pac is back. Our demo gives you a sneak preview of what has got to be one of the best retro re-jigs yet. Try out the maze and quest modes on the disc.

### Controls

- ←↓↑→ Move  
\* Jump/swim up  
▲ Swim down  
\* (x2) Butt-bounce  
\* (hold) Dolphin jump (in water)  
■ Rev roll (hold and release)  
● Pac-Dot Attack  
● Super Pac-Dot Attack – this uses 10 Pac-Dots (hold and release)  
L2 View game status  
R2 Toggle camera view (maze mode only)

### Additional features

The full game features many classic characters from the original in cameo roles, including Ms Pac-Man, Chomp Chomp the dog, and Pooka from *Dig Dug*. Of course, it wouldn't be complete without Inky, Blinky, Pinky and Clyde.

### Further information

For the full lowdown chow down on *PSM* 28 (page 72).



Publisher: **Activision**  
Style: **Ice hockey sim**  
Program: **Playable demo**

## NHL Championship 2000

Play as Sabres, the away team, or the Stars at home. The action is fast paced so you'll need to be on your toes and watch out for the on-screen tips that appear. Instant replays will solve any discrepancies when it comes to tackling. But if it all gets too much for you, you can sit on the sidelines and watch the CPU opponents battle it out to the death.

### Controls

- Offence  
←↓↑→ Skate/pass shot direction  
▲ Fast skate  
● Slap shot  
■ Wrist shot  
\* Pass  
L2 Flip pass  
R2 Drop pass  
Defence  
←↓↑→ Skate  
\* Select player/faceoff  
● Poke check  
■ Hook/block shot  
▲ Body check/fast skate  
L2 Skate backwards

### Additional features

The full game features 28 licensed teams.

### Further information

Pucker up to *PSM* 30 for a play test (page 74).



Publisher: **Hasbro**  
Style: **Strategy**  
Program: **Playable demo**

## Worms Armageddon

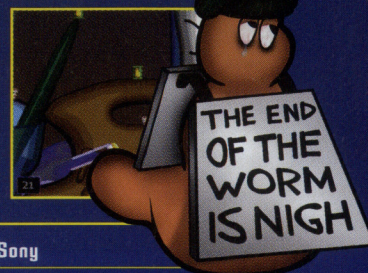
Enjoy the delights of *Worms* with single, multiplayer and mission modes.

### Controls

- ←↓↑→ Move worm  
Select Weapon select  
Start Pause/quit menu  
\* Fire weapon/select weapon  
▲ Jump 1  
● Jump 2  
L1 Bounce/girder rotate/air strike  
L2 Fuse setting/girder rotate/air strike  
R1 Name detail level  
R2 Worm select

### Further information

Wriggle over to *PSM* 30 (page 68) for a review.



Publisher: **Sony**  
Style: **Space sim**  
Program: **Video**

## Ace Combat 3

Features include a massive variety of mission styles, including dogfights, ground attacks, high-altitude chases, and low-altitude canyon chases that take place both day and night.



## download

Cheats sometimes prosper! This month's demo disc features 'Download' to turn you into an instant gaming wizard. Simply select Download on your demo disc and transfer the data to a Memory Card, and it's yours to keep forever and ever. Have fun!

### Tekken 3

The master of all beat 'em ups is yours for the taking with all the characters that are available.

### Wipeout 2097

Classic futuristic-fuelled fun, the completed game enables you to toy with any vehicle or ride any track.

### G-Police: Weapons Of Justice

If you're having trouble with your futuristic law enforcement, fear not, *PSM* is on hand to help.

### Crash Bandicoot 3

Access any level you want with all the bandicoot has to offer available.

### Kingsley's Adventure

The secret of true knighthood is only a moment away...



# FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PS1 queries of the month...

**Q. Will PlayStation games look better when run on the PlayStation2?**

**A.** For the millionth time, no! They'll be identical.

**Q. How do I get a job at PSM?**

**A.** A near-encyclopedic knowledge of the games industry would be a good start, and a journalism degree essential. Then send a CV (and possibly a large cheque) to Rob.

**Q. Can PlayStation2 games be played on the first PlayStation?**

**A.** No. Just like you can't play *Tomb Raider: TLR* on a Commodore 64.

**Q. Will the PlayStation and PlayStation2 be able to link up with a link cable?**

**A.** No. Rumour has it the PlayStation2 won't support the link cable at all, but there'll be plenty of other options for multiplayer madness.

**Q. Will you release a PlayStation2 magazine?**

**A.** Yes. It will be closer to the machine's launch, and that's about all we can give away for the time being!

**Q. I began subscribing about five months ago on the easy payment plan. Will I be sent some sort of form to pay the second half off?**

**A.** Yes, you will be sent a renewal letter. Please contact our subscriptions department if you haven't received a letter after your six issues have been received.

**Q. As a subscriber, do I receive your Special or Collection issues as well?**

**A.** No, your subscription includes 12 issues of *Official PlayStation Magazine* only. Look out for the *Collection* and *Special* issues at your local newsagent.



Send your thoughts to: Feedback, *Official PlayStation Magazine*, GPO Box 4088, Sydney NSW 1028. Or e-mail [playstation@acp.com.au](mailto:playstation@acp.com.au)



## Mod Cons

I'd like to congratulate you on your great magazine. It is simply the best mag out.

Reading your recent news article about the PS2's hard drive got me wondering about its capabilities. One of the pros of a PC over the PlayStation is being able to download patches and modifications/weapons etc for a particular game, for example, *Quake II* and *Unreal*. This in turn expands the gameplay.

Would it be possible to do this with the PS2 hardware too? *Quake III* would be an excellent game to show



off the PS2's graphics power and online capability. Would it be possible to have weapons/player skins/modifications/maps that you could download and use with *Quake III* (if it

is developed for PS2) or any other game?

I'd love to play a *Gran Turismo* game that's online compatible.

**H Wallace, via e-mail**

After 2001 that's certainly part of what the PS2's online capabilities and hard drive will be used for. But there is a downside: PC developers tend to be lazy and rush out unfinished games onto the marketplace that need patches later on, so we hope this won't be a consequence.

## Speed Demon

Look out! Your mag is crazy. I own a copy of *Gran Turismo* and I whip everyone at it, but I have a small problem. I have set 7.899 seconds in my GT0 Twin Turbo in the 0-400m

machine test, as well as reaching 477kph in the max speed test. Please help! I want to know if those times are one of the best in the world. Cheers.

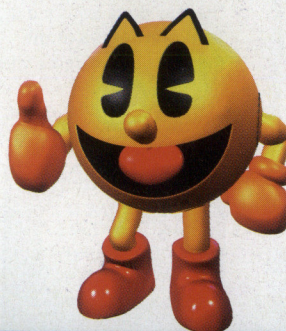
**Brother Numsee, via e-mail**

**Can anyone outrun the bro?**

## The Good Ol' Daze

Great mag and I love the new look!

What happened to the good old days when games such as *Pac-Man* and *Tetris*



had originality? Today most games are just take-offs of old titles. Game creators need to think of fresh and innovative ideas. *Ape Escape*, *Metal Gear Solid* and *Gran Turismo* really surprised the game industry when they were released because they had such originality. If the industry really wants to survive it needs to put more effort into the gameplay, not just the graphics. I think the public is waiting with anticipation the release of new original titles, not new versions of games that were invented five or 10 years ago.

**David Newcomb, Qld**

We tend to agree with your sentiment, but the funny thing is, truly original games don't usually sell very well, and none of the games you mention are truly original at all. *Ape Escape* is a fairly standard

## SHOUT

I have an idea for the 'On the Periphery' section in your

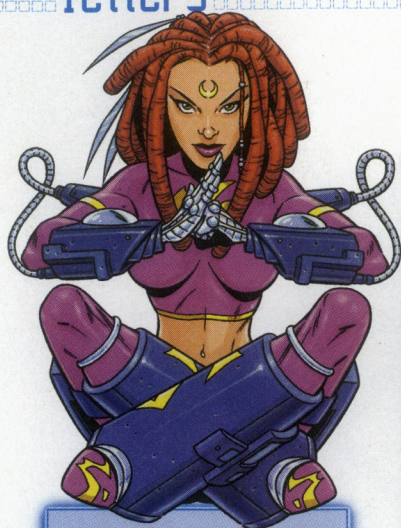
mag. The idea came about because I have several mates whose hands sweat excessively when holding a controller. I like to call this unfortunate problem 'Sweaty Paw Syndrome'. Anyhow, my idea was to make a sponge (or something similar) to slip over the handles of the controller and soak up all the sweat caused by clammy hands.

**Nev, via e-mail**

We hope the sponge pads would be replaceable (or at least washable)...







## ask nina

*Nina knows everything 'PlayStation'. So shoot your niggles her way.*

**Q. 1.** In *PSM* 18 there was an article on *Final Fantasy: The Movie*. Do you have any more information on this?

**2.** I just bought *Final Fantasy VIII* and it is the best game ever. Will you be running a walk-through in future issues?

**Your new look mag rocks - keep up the good work!**  
Brant, via e-mail

**A. 1.** We've been trying to get more info on the movie and will do our best to bring more news on the film as soon as possible.

**2.** A complete *Final Fantasy VIII* walk-through would take up the entire magazine, but we're currently putting together a guide for our next issue.

**Q. Is there any way to re-format a Memory Card after it has been used for one game, so it can be used for another game totally clean?**

Steve Robinson, via e-mail

**A.** Of course. Just turn on your PlayStation without a disc in it, go to the Memory Card manager and select Erase All.

**Q. Is there going to be a *Buffy The Vampire* game?**

Steven, NSW

**A.** Fox/Electronic Arts has announced a *Buffy* game for PC, but there's no word on a PlayStation or PS2 version just yet.

**Q. I have a complaint about racing games. In *Gran Turismo*, the Memory Card Battle is annoying because the second player has no sound. This severely disadvantages the second player. It is also a problem in *High Stakes*. Is this going to change in *Gran Turismo 2*?**

Him Bai, via e-mail

**A.** Yes, you can hear both cars in *GT2*.



**3D platformer but with the twist of wonderful gadgets and catching rather than collecting. *Metal Gear Solid* is a sequel updated into 3D and *Gran Turismo* might be the mother of all driving games, but it's hardly a revolutionary idea! So what you really want is actually just high quality games.**

### Reject Shop

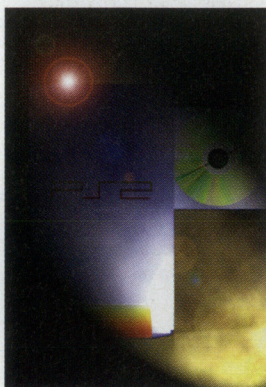
Hi there everybody! I'd like to thank you for a great mag and the demo discs - they're mad! But on to more serious matters... All of my friends that are fortunate enough to own a PlayStation have had mod chips installed in them and run pirated games. If everyone buys mod chips and pirated games, then our talented game designers will not have any more dollars to design more games. Which means there will be no more PlayStation! My grey box has no chip installed in it, nor will it ever. I'm saying that pirating should stop now!

Also, everyone keeps saying that the PlayStation2 will die in the ass and go the way Sega Saturn did (which is \$49.95 at the Reject Shop!). I agree with

Steve (Good Shout, *PSM* 29) that the PS2 will be the most popular games system in the world. The only thing that is sure to travel down is the price.

I hope you like the image of PS2 right up there majestically at no. 1 after it kicks the Dreamcast and Nintendo's butts! Keep up the great work on the mag - the reviews are terrific!

Dan, via e-mail



**Thanks for the pic, Dan. No one with an IQ higher than their shoe size is saying that the PlayStation2 won't be a huge success. And tell your mates we say pirates deserve a parrot up their bum.**

### Stirring the pot

Well, well, haven't I stirred the emotions of a few die-hard PlayStation owners? Please allow me to present my rebuttal.

What a bunch of tight asses! I paid \$69.98 for my copy of *Gran Turismo* at Kmart over a year ago and would have spent at least 100 hours having the time of my life! Which equates to an hourly rate of approximately \$0.70.

If, like me, you only buy the best quality games (8/10 or higher), this is an extremely small price to pay. I defy anyone to show me a better time for \$0.70 an hour. The only one I can think of involves a piece of latex, some wet stuff and a loving partner!

So let's get real people, loosen your purse strings and just have fun!

Stephen Jennings (AKA *Pirate Avenger*), Qld

### Pocketful Of Fun

I was prompted by your article 'Weirdest Game of the Month' in *PSM* 29 to write to you in support of the PocketStation. Like most people, I think it's a real shame it is not coming to



Australia. When I failed to win the infamous little pest in your competition (we've got another one this month - Ed). I decided to pay the reasonable price of \$2100 (see *PSM Collection* issue Q1) to import one from Japan, along with a copy of *Pocket Muu Muu*.

Believe it or not, it is in fact one sweet game. I would also like to commend Square for the PocketStation game in the PAL release of *FFVIII*. In fact, I would encourage other developers to do so. The Chocobo quest is a lot of fun and alone is reason enough to own a PocketStation.

If you get a chance to buy a PocketStation (at a



## THE JOY READ







reasonable price), I seriously recommend you do.

Remember, it's a Memory Card too. Many times when I have ran out of save blocks on a Memory Card, my PocketStation has come to the rescue!

Justin, via e-mail

### Service Station

When I came across 'Any Questions?', I was particularly interested in a query sent in by Dave via e-mail regarding GT-R settings for the 'All Night Stage 2' course in *Gran Turismo*. If at any time there is someone who is baffled with settings for the GT-Rs or GTOs, please e-mail me at Robertsmilic@hotmail.com. The reason I'm doing this (if you're wondering) is because I know how frustrating it is to do the settings correctly; it took me seven to eight weeks. Now that I have mastered this I'm happy to pass on my information to others.

Also, what is the record speed (GT-R) for the Test Course in a slipstream? (Mine at present is 459kph). Is there anyone out there who can beat my record?

Here are my lap time records: Trial Mountain 2 (1:10:025), Clubman Stage R5 (36:890), Special Stage R11 (1:36:840), Special Stage R5 (1:04:836),

High Speed Ring (44:327). Is there anyone who can beat these records?

Robert, via e-mail

### Sinner

Forgive me o' PlayStation Lords for I have sinned: I've had a chip put in my PlayStation. Is there any way I can redeem myself?

Bill, via e-mail

**Just destroy your pirated games and we'll forgive you. Whether your PlayStation ever forgives you remains to be seen.**

### Lap It Up

I think you should have a permanent competition in your mag where people send in their fastest laps or time trials, like the comp you ran to find the best gamer, except this one would be to find the best racing gamer. One page in your mag is all that's needed. You could get rid of 'A Ton of Stuff'. I would like to see how good I am at games like *Gran Turismo*, *Colin McRae* and *V-Rally 2*. It would prolong the life of games as you try to beat the quickest time. No prizes are

needed - to see your name month after month with the quickest lap times for *Gran Turismo* is enough. What do you think?

Anon.

**Hopefully our new 'Take Up The Challenge' feature will keep you happy. See page 98.**

### Drives Him Crazy

Here are some photos of my driving setup. I'm 39 and addicted to the PlayStation - it's better than watching the rubbish on TV. I bought my PlayStation two years ago and use it more than my son and daughter.

I absolutely love driving games and I reckon *Colin McRae* is the best so far. I hired *Championship Motocross* and I couldn't put it down. It's "choice" and I can't wait for another one to come out. We also play *Tomb Raider* and *Oddworld* amongst others, and cannot wait for the new PlayStation



to arrive.

I'm surprised that the ultimate game has not yet been released - Australian



*V8 Supercar Series*.

Someone should make a game that covers the entire V8 supercar challenge that involves buying, building and racing cars. Everybody knows that the Mobil HRT car in *Need For Speed* is difficult to drive! I have plans for a much better setup. By the way, I'm a mechanic!

Stu Who, Qld

### Out Of This World

I have been a *PSM* subscriber since issue 1 and if you compare past issues there is a fantastic improvement - and I am not the only one that thinks this. Your ratings on games are fair and your reviews are 'out of this world'. In fact, as soon as I read your ratings and reviews, I go off and buy the game!

Andy, NSW

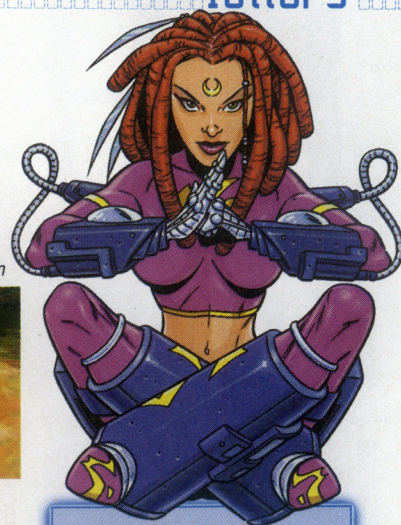
### Get Trashed

I know you won't print this letter, but how many letters get trashed because it starts off "I know you won't print this

letter"?

Donald, via e-mail

Every one but yours.



## ask nina

**Q. 1. I've been hearing of anti-mod chip games being released. How are they allowed to do this when mod chips are 100 per cent legal for use with backed up copies of games that you own?**

**2. Will the glitches and bugs (such as merging, dumb AI cars, the lack of gear ratio graphs, clipping, pop-up etc) seen in the NTSC version be fixed up before the PAL version arrives on January 28?**

**3. What's the deal with *This Is Soccer*? I mean, where the hell is it? I can't find it anywhere.**

**4. Do you guys like monkeys? James Cordile, via e-mail**

**A. 1.** There are more and more games released here and around the world that will lock on mod chip machines. We applaud any move to help combat piracy. Seriously, do you really think people use mod chips to play back-up copies of their own games?

**2.** We take it you're talking about *GT2*. We think it's absolutely fabulous. Have no fear.

**3.** It got delayed. It's out in March.

**4.** Yes. There are even a few in the *PSM* team.

**Q. Have any plans been made to develop *Syphon Filter 2*?**

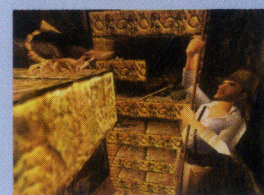
**Ben Avagliano, NSW**

**A.** Yes, work is underway and it will be released this year.

**Q. I have a simple question for you. I read that the *Indiana Jones* game was dumped by LucasArts, but I saw it for sale at Harvey Norman. Does this mean they've changed their minds?**

**Lanoo, via e-mail**

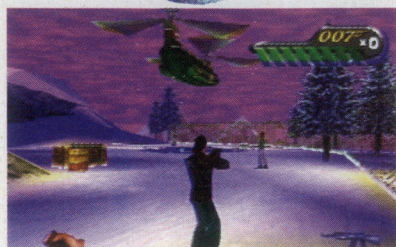
**A.** It's only for PC. The PlayStation version was canned.



## RAGE AGAINST THE MACHINE

I have been a regular reader since *PSM 22*, and have come to the conclusion that there is no better PlayStation magazine around. After playing *Goldeneye* on the NG4 and loving it, I was delighted to find that *Tomorrow Never Dies* was to be released on the PlayStation. I recently rented *TND* expecting to find a great game. After all, what could be better than a Bond game on the PSX, right? Wrong.

*TND* is jerky and slow, with sub-standard graphics and awful control. The level design was shocking and the use of a weapon was



one of the most frustrating experiences I have had on PlayStation.

What was Electronic Arts and MGM thinking? Had the license gone back to Rare, then a much better game could have been produced. Can't these developers see the incredible potential of a Bond game?

Unfortunately, *Goldeneye* leaves *TND* biting the dirt. What a waste of time and money on the part of MGM, EA and Black Ops.

The game is a disgrace to the Bond name and a complete waste of potential. And don't get me started on the lack of a multiplayer mode...

Ben Madden, via e-mail



# next month

THE FIRST PLAY

## CAGED BEAST!

EXPLODE INTO THE NEW MILLENNIUM! FLY WITH US TO THE UK AS WE PLAY *ROLLCAGE STAGE II*

on sale march 1

EVERY  
NEW GAME  
REVIEWED  
AND RATED

INSIDE INFO!

## PS2

TEKKEN TAG, GT 2000, RIDGE RACER V,  
ISS PRO 2000 - WE SHOW THE LOT!

### PLUS!

How to be the best at *Quake II*  
and how to finish *FFVIII*  
*In Cold Blood* - Exclusive news!  
*Driver 2* and *TOCA 3* latest  
*Vigilante 8: Second Offense* and many  
more reviewed  
Previews of *Duke Nukem: Planet Of The  
Babes* and *Colony Wars: Red Sun*

### On the disc

*Ace Combat 3* - Playable  
*Music 2000* - Playable  
*F1 '99* - Playable  
*Micro Maniacs* - Playable  
*Eagle One* - Playable  
And many more demos including  
*Gran Turismo 2*, *Colony Wars:*  
*Red Sun* and *Micro Maniacs*



# it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

## THE NAME OF THE GAME

*Doctor Insane* was sent to us by Courtney Feeney (NSW). Courtney has picked up a copy of *Resident Evil 3 Nemesis* for her champion effort.



## THE AIM OF THE GAME

Believe it or not, *Doctor Insane* has an intriguing plot. As a criminal doctor, you are on the run from the police. You hope to perform a series of illegal experiments and for nothing to stand in your way.

## HOW TO PLAY

This game is half adventure and half shoot 'em up. Most of the early levels would involve shooting a lot of cops, and the rest would be collecting items and solving puzzles in order to get your devious experiments under way.

## THE PSM VERDICT

Not a bad plot. If the gameplay was similarly as involving and intriguing, then *Doctor Insane* would be quite an entertaining play.



8

*Nerve Tonic* is a shoot 'em up game designed for the G-Con 45. It was sent in by the enthusiastically named Graham Gee (NSW).

You have been assigned the job of recovering an expensive (and important) computer chip that has been stolen by a sophisticated crime syndicate. This chip can activate a deadly electronic pulse that can kill entire communities.

This game would be designed in a similar fashion to *Time Crisis*. You'll move through levels as you try to eliminate criminal henchmen while minimising the amount of civilian deaths and injuries.

PSM can never get enough of games designed to be played with the G-Con 45 and this seems like quite a good one. The storyline could undergo some tweaking however, to allow for more gameplay twists.



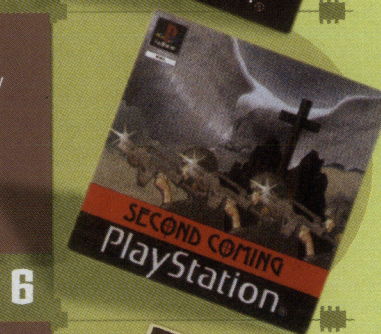
7

*The Second Coming* by Tim Bayliss (WA).

Jesus, yep the big guy himself, makes an appearance in this game! Jesus has returned to prepare for the finale that is Judgement Day. Unfortunately, Jesus has gotten himself kidnapped. As a religious expert, your job is to locate and rescue him!

Someone, somewhere must have one mighty-good cellblock if He can't escape from it! Nevertheless, you'll need to scour the globe by finding clues and solving puzzles as you follow the trail to His whereabouts.

Sounds like a big job and the concept already has some obvious plot flaws that need to be overcome. A good mixture of espionage, mayhem and problem solving, it could prove to be a religious experience.



6

Jena Griffiths from Queensland dreamt up the futuristic concept that is *Cyber Girl*.

After travelling forward in time, Uley (Cyber Girl) is accused of being an intergalactic spy. You'll need to escape the earthlings' jail, hijack a shuttle and head over to Mars where there is peace and safety. Oh, and try and prove your innocence!

This is a one-player game that would involve many gameplay aspects. You'll hoverboard, shoot, hijack and collect items in various stages of the game. Eventually, you'll finally find your way back to Mars.

Not bad, but the storyline is a tad too simple. Add some intrigue, a little mystery, plenty of surprises and what the hey, a 'spot of sex appeal', and you'll have a real winner on your hands!



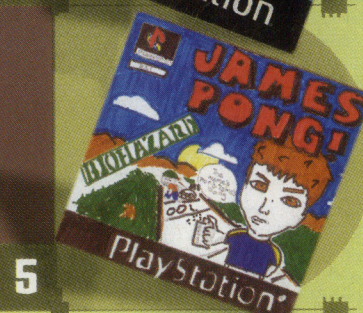
6

This stinker is called *James Pong* from Zoran Konjarsky of Victoria. Zoran hoped PSM would be "blown away" by the concept. We're still here Zoran...

James Pong's goal is to destroy all things smelly. The small town of Fartfield has employed you to defeat the fart forces. After a chemical spill of laxatives, the town has been overrun with a foul stench, so it's up to you and your trusty Airozone spray can.

Keep an eye out for pick-ups and farts that are lingering around. You'll have to overcome the farts by spraying them and this is where the pick-ups come in - you want to keep your supplies up. Find a gas mask when the going gets tough!

Unfortunately, the humour in *James Pong* would pass rather quickly and things would only get repetitive. Shame, really, 'cause it's no stinker...



5



# famouslastwords

garbage > > >

*PSM* heads for the UK to find out if the transatlantic techno-goth-rockers live up to their name when it comes to playing videogames...

*PSM* arrives at a swanky London hotel and as ever, wanders into the bar looking for Garbage. We find Butch Vig (legendary producer of Nirvana's *Nevermind* album), Steve Marker (guitarist/bassist), and Duke Erikson (guitarist/keyboardist) mid-interview with another mag. So while we wait on the sidelines for the guys to finish, we sneak a quick chat with singer Shirley Manson, who looks a helluva lot healthier in the flesh than the majority of her publicity shots would suggest. Having told her of our plan to play a few rounds with the guys, she reveals a fondness for *Tomb Raider* plus a rabid *Tetris* addiction. "*Tetris* is good – it's just bricks." Bless.

It's finally *PSM*'s turn to get acquainted with the rest of the band, and we follow Butch, Duke and Steve into Duke's hotel room with all the trepidation of a virginal groupie. Butch and Steve head straight for the console while Duke beavers away at his G3 catching up on some e-mails.

First up is the mighty *Wu-Tang: Taste The Pain*. "I think it's cool they have their own game. We'd love to have our own game. I'm not sure what it would be, but it would be pretty intense," enthuses Butch.

"It wouldn't be violent like this one," confirms Steve.

Rubbish, man! Violence and gore is strictly necessary, and thus *PSM* bypasses the parental lock and cranks up the *Wu*. Battle commences with Butch as Ol' Dirty Bastard and Steve as Ghost Face Killa. Hardly living up to his name, Butch adopts a defensive stance, while Steve becomes a dominant male (so much for his quiet reputation).

"Yeah, but it takes a lot of kicks to bring me down," replies Butch.

"I kick you more! You not run away!" Bizarrely intoned by Steve with sublime brutality.

Despite their boyish antics, it's easy to hold the Garbage guys in awe. Butch not only worked with Nirvana, but has also produced such other rock lords as U2, Depeche Mode, Nine Inch Nails and Smashing Pumpkins. Despite being slightly star-

struck, a professional *PSM* puts such emotions aside and carries on with the game. Butch makes a comeback, catching Steve unawares. "There's something shaking my thing," he cries.

*PSM* pauses to think that one over and takes a second to explain the throbbing beauty of Dual Shock pads.

"I don't know if I like this rumble thing. Can I stop the rumble? It's kind of bugging me," pouts Steve.

Hi-tech, rock band Garbage is having trouble mastering PlayStation technology. *PSM* is starting to feel more confident.

"The first game I got seriously into was probably *Pac-Man*... Everyone got into it. It's really old skool," says Butch.

"*Frogger* was good," pipes up Steve, while Duke is more interested in whether or not there's going to be a remake of *Ms Pac-Man* (there is).

Back in the '90s, *PSM* ditch *Wu* and slip in *Um Jammer Lammy*.

"The Garbage game would be more like this!" Butch and Steve talk at length about the exact contents of the Garbage game. And their concept? You play the part of the rock band Garbage and you have to get them to a big gig. Features include bonus points for Platinum albums and high-speed chases with groupies.

"There would be far more of our music in it than the Wu-Tang Clan put in their game," reckons Steve.

*Um Jammer Lammy* starts up. *PSM* explains the simple art of following the symbols that flash across the top of the screen. Surprisingly for a group of guys that have notched up millions of album sales and won both MTV awards and Grammy nominations, they aren't too slick with a polygonal geetar. There's no contest as the simple concept baffles our new chums completely and their controllers are thrown down in defeat. Shame.

In an attempt to find something that tickles Garbage's fancy, *PSM* cracks open some *Wipeout 3*. All are impressed.

"Designers Republic have done a really good job on this. It's a definite hit," gushes Steve. "It's cool, it looks great. All the futuristic stuff is much cooler looking than realistic stuff. It's fun to be in a more futuristic world!" He can't be stopped.

"It's slightly more sophisticated than *Centipede*," points out Butch as the guys take time to adapt to *Wipeout 3*'s sensitive controls. After a couple of laps, Steve is racing his futuristic flymo like a natural, while Butch is no more than hover fodder for *PSM*.

Time's running out and there's only one more game left that might give rank outsiders Garbage a chance to prove some semblance of gaming ability – *Trick 'N Snowboarder*. As the game begins, Butch comments that, "There's some really happening, groovy tunes in this game." Soon everyone is pulling off gnarlome moves. It's a glorious sight and as the point scores begin to rise, *PSM* starts to fear for its pristine 100 per cent record. Time to turn up the heat and, as the boys begin to crack under the pressure, Butch screams, "You're smoking me – I'm not very good at snowboarding."

*PSM* enjoys a last and final victory. Nice guys and fine musotypes they might be, but when it comes to gaming, Garbage by name, Garbage by nature. Sorry, guys...

Garbage's latest single *The World Is Not Enough* is out now.



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